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Summer
2015
Issue 11

Getting More Mileage from Goblinoids

not a Tiger in your tank

Codex Inhumanus —Kobold Shaman Spells

scary little dudes

HUMANOIDS

Humanoid Society

they have one?

BONUS ARTICLE

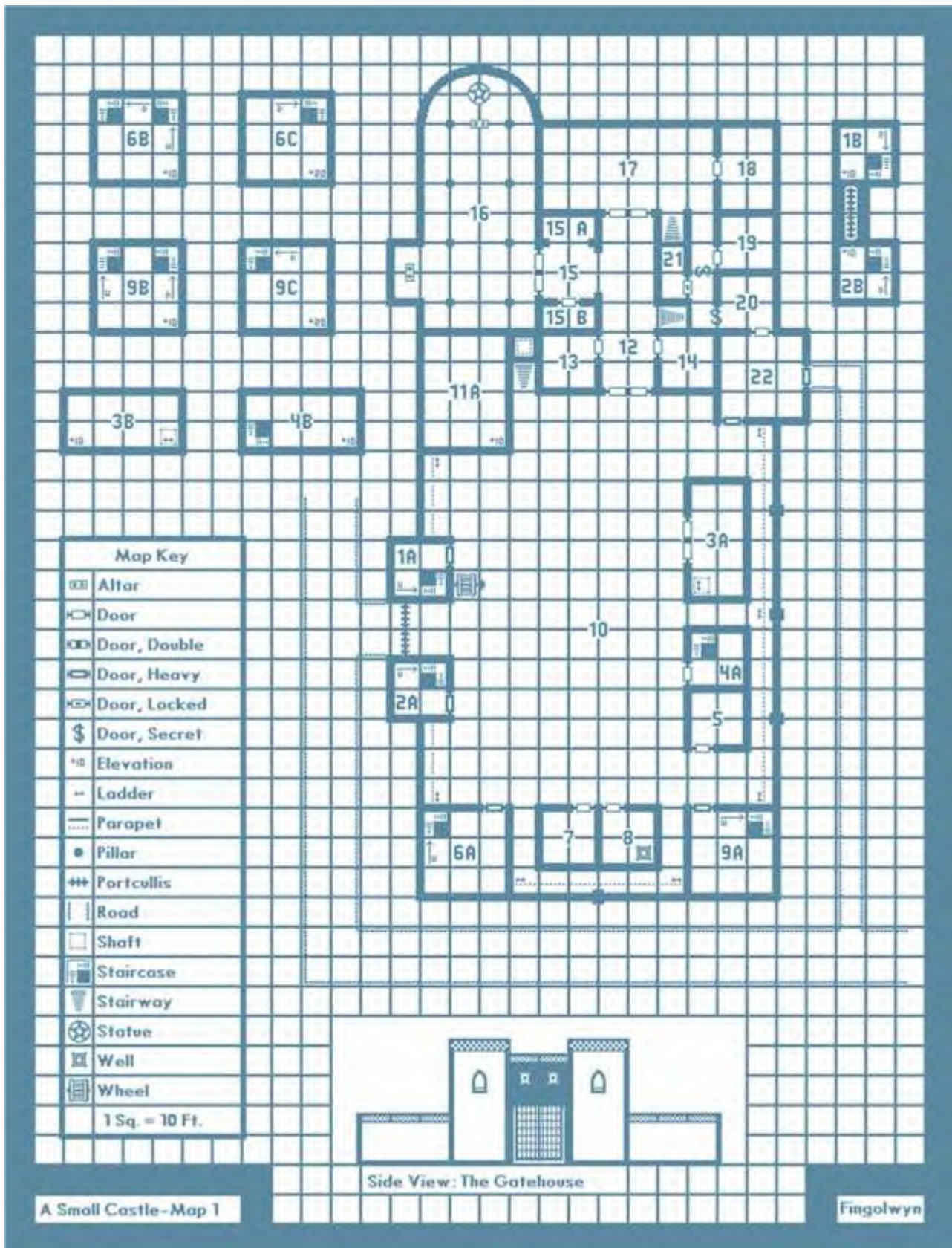
Ranger Requires a Double

Take
*not the
LotR*



Map 1: A Small Castle #1

map by M.W. Poort (AKA Fingolwyn)





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The theme of this quarter's magazine is

Humanoids

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Featured Artist

This issue's cover artist is Chris Letzelter:

In 1965 an unexpected meeting led to me meeting the world nine months later. Within thirteen years I was the owner of a *Holmes D&D* boxed set, quickly climbing the ladder to *Advanced D&D* the next year.

After nine years heavily saturated in fantasy role-playing I put it away to be a father and husband, only occasionally bringing out some hand-made maps and dungeons to reflect wistfully upon.

Fast-forward twenty-three years and my best friend from high school talks me into getting out the books and dice for our kids to try with us. I got sucked right back into the game.

I'm an Art Director by day now working for the government, a prop maker every once in a while, and find that *AD&D* has taken over much of the rest of my life. When I'm not designing my own dungeons I'm doing cartography or illustrations for someone else.



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& Musings

by Bryan Fazekas

I didn't have any doubts about material for this month's theme. Humanoids is an easy topic to write on, from ideas about how to use monsters in creative ways to considerations for their unique point of view to new takes on old monsters. Without thinking about it I was sure we would get good material to make a good issue.

In fact, the & staff lines up themes stretching (tentatively) out several years. We brain storm to develop a theme list that should be both interesting to our readers AND *likely to garner articles*. Our current list through Issue 16 is:

- #12 - Inns, Taverns, and Way Stations
- #13 - Character Races
- #14 - Not Demons Nor Devils
- #15 - Dragons
- #16 - Fighters

Please note that at this point Issue 12 is set for theme ... but all others are subject to change, although very shortly Issue 13 will be locked down for theme. Note that the back cover of each issue lists upcoming themes, plus samples from the table of contents for the next two.

Why reach out into the future? Two reasons. 1) It gives the team a sense of continuity -- we know, more or less, what we will be doing so we can plan for success.

2) The theme list may inspire ideas among our contributors, which includes the & team. We have several regular contributors who will say, "I need an idea" ... so we toss out ideas and something sparks. Some of our best articles have resulted from a random nudge.

The above list probably makes sense, with possibly the exception of **Not Demons Nor Devils**. Since our first issue we have discussed the idea of doing a theme for the traditional D&D heavies: dragons, demons, and devils. We have put all three off -- until now -- as we wanted to do them justice. Going into our 4th year seemed to be the right time.

In thinking about this I tossed out the idea that demons and devils have been done by a lot of other magazines and web sites, and maybe we should open the fields up to lower planar uglies that are NOT the usual foes. The idea caught fire within the team so you can look forward to an issue containing articles about the less commonly considered elements of the lower outer planes.

But before that you can look forward to issues regaling stories regarding our favorite inns, and our favorite character races.



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Getting More Mileage from Goblinoids

by Bryan Fazekas

In every campaign I have run the players had the perception that goblinoids are dumb brutes, good for cannon fodder but not really a foe for mid-level or higher parties. This has been true of the games I have played in, and in my experience is the opinion of the majority of the people posting in the forums I frequent. Goblinoids – from kobolds all the way up to giants – are dummies who blindly charge into situations and fight to the death. Yeah, I had this perception as well.

Where did this idea come from?

While I cannot say for sure, I think the most likely culprit is The Professor himself, JRR Tolkien. Consider the characterization of the orcs and goblins in *The Hobbit*. Granted, he wrote *The Hobbit* as a children's book at a time when there was no serious fantasy for adults, so he had to write at that level to get published. But even in *The Lord of the Rings*, the goblinoids are presented as simplistic. My guess is that forms the opinion of many regarding goblinoids, and these people influence the beliefs of those who are not *LotR* fans.

I cringe to admit that I bought into this misperception and helped propagate it to my players.

But I saw the light and changed my mind. Today we are going to change DM perceptions with regard to goblinoids.

What are Goblinoids?

Before going further, let's define what we are talking about. According to the *AD&D Players Handbook* (PH) on page 24, the following creatures are considered "giant class" monsters: bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs, and trolls. The most common name people use for the collective bunch is "humanoids".

But that term also implies humans, demi-humans, and a host of other bipedal creatures that don't fit any of the previous categories. A few years back I read a post from someone who called them "goblinoids". Seemed like a good idea so I adopted it to apply to giant class creatures.

Note: The definition of "giant class" expanded with the introduction of the *Fiend Folio* (FF), the *Monster Manual II*

(MMII), and other resources, but for the purposes of this article we will use the ones defined in the *PH*. However, the ideas presented here apply to all goblinoids, regardless of source.



Monster Intelligence

Let's consider the intelligence of these beings, using the values listed in the *MM*.

Intelligence Range	Monster
Low	Ogre, Troll, Hill Giant, Ettin
Average (Low); Average to Low; Low to Average *	Kobold, Goblin, Orc, Gnoll, Bugbear, Frost Giant, Fire Giant
Average	Hobgoblin, Stone Giant
Average to Very	Cloud Giant
Average to Exceptional	Ogre Mage
Exceptional	Storm Giant

* I don't know if there is any real difference between these terms. For my purposes they are identical.



This list opened my eyes. Four of the goblinoid races have Low intelligence.. They fit the "dumb brute" concept, they might be ones to not use any form of planning, or to use simple or maybe even foolish plans.

The next eight directly contradict the common belief regarding goblinoid intelligence. Sure, many members of these races may be of Low intelligence, but their leadership will be Average. That is to say, equally intelligent as the average human or demi-human.

The next two (hobgoblins and stone giants) are fully equally intelligent to the humans. That was an eye-opener, it changed how I view these races.

Cloud giants, ogre magi, and storm giants are (mostly) excluded from the remainder of this article due to the common expectation that they are intelligent (Average or above), so there is no need to change DM or player perceptions in their regard.

Low Intelligence

In my campaign I use ogres, trolls, hill giants, and ettins mostly as dumb muscle. This doesn't mean they are suicidal or completely foolish. If anything their sense of self-preservation is high, and when they recognize things are going badly for them, they often react with extreme violence. Are they going to make good plans for escape? Probably not, they'll try to run or bash their way out, and may inadvertently help their side to win as the individual monsters attempt self-preservation. It may also mean that by breaking ranks they will instigate a general rout of their own forces, so it may be in the party's interest to hurt these monsters first, hoping to create a rout.

One strategy I use for such creatures is that they attach themselves to a leader of note, so while random ogres occur (especially at low levels), at mid- and high-level it's more likely to encounter them in the capacity of dumb muscle. It should also be noted that some specimens may be exceptional for their kind, and may stray towards Average intelligence. When they are willing to follow the direction of a good leader they are especially dangerous.

Low to Average Intelligence

This group is full of great possibilities. The leadership will generally be of Average intelligence, so complex plans may be created and in general both good strategies and good tactics will be formulated. As long as the sergeant types are of sufficient intelligence to carry out the plans, these monsters can accomplish many things

not in the best interests of human and demi-human civilization.

Note that Average intelligence doesn't necessarily mean Average wisdom. Real people of great intelligence may make foolish decisions, and that is also true in fantasy characters, regardless of intelligence. As a general rule I form plans from the monster's point of view, and vary the plan's execution on the same basis. They will not necessarily do things that real person would – their evil society and the need to manage and maintain their standing may cause them to act oddly (from a real-life perspective).

Average Intelligence

Hobgoblins are the true danger in my campaign. Not as numerous as the kobolds, goblins, and orcs – they are far more dangerous due to their intelligence. They CAN formulate and carry out complex plans – not just the sergeant types, but virtually all adults. This doesn't mean they are all equally capable, but many are.

It's not unusual to find them as mid-level leaders among other goblinoid races. They are bigger, stronger, and smarter than most kobolds, goblins, and orcs. In evil societies they make excellent sergeants and low level officers. Some might parlay their way into higher level roles, but in my campaign racial pride will keep hobgoblins out of direct high level leadership roles of the other races.

Stone giants are far less dangerous due to their much smaller numbers and alignment. But they fill a different niche. It's nice having a solid, tough monster that is unpredictable. The giants may be friendly, neutral, or unfriendly to a party of humans and demi-humans.

Note: The planning and execution of any of these monsters will not necessarily be perfect. They are not geniuses, nor are they omniscient. I try to think of things from the point of view of the monster, so the good ideas of a Lawful Evil hobgoblin may not make sense to a Lawful Good human. Also, the point is not to out-think the players; it's to keep things interesting by providing a variety of scenarios.

Alignment, Size, and Numbers

Along with intelligence, the alignment of the various goblinoids is an important factor in getting the most value from the races. Most of the larger goblinoids are Chaotic Evil. They are not team players, they tend to

focus more on their own needs and wants. While individually deadly and truly dangerous in focused groups, they are typically not numerous enough to be a long term danger and can be dealt with by even lower level parties. These types of monsters are a good stretch for a lower level party – if the players can outthink the monsters they can win without severe losses.

Monster	Align	Size	No. App.
Kobold	LE	3'	40d10
Goblin	LE	4'	40d10
Orc	LE	6'	30d10
Hobgoblin	LE	6'	20d10
Gnoll	CE	7'	20d10
Bugbear	CE	7'	6d6
Ogre	CE	9'	2d10
Troll	CE	9'	1d12
Giant, Hill	CE	10'	1d10
Giant, Stone	N	12'	1d8
Giant, Frost	CE	15'	1d8
Ettin	CE	13'	1d4
Giant, Fire	LE	12'	1d8

For higher level parties? Under a strong leader the CE monsters will act collectively, but if that leader is incapacitated or not present? They are likely to revert to their normal nature. This may work well in the party's favor ... or it may not.

Let's consider the alignment and numbers of the kobolds, goblins, orcs, and hobgoblins. Ponder their lawful nature – these creatures are used to working together for the common benefit. Are the individuals concerned with helping their compatriots? Possibly not, but they know that by working together they can achieve the best benefit.

Add in their large numbers – 40 to 400 for kobolds and goblins, 30 to 300 for orcs, and 20 to 200 for hobgoblins. Each tribe can field a company's worth of trained soldiers who will work together and can carry out orders. They are at least as dangerous as humans, and since orcs and hobgoblins are tougher than human men-at-arms, they are likely to win unless heavily outnumbered.

Gnolls are also numerous, but their chaotic alignment causes fractures in my campaign. The others are more dangerous on a long term level while gnolls are more of a short term danger.

The other monsters listed are all CE excepting stone and fire giants. Of the CE ones, all have relatively low numbers, certainly enough to kill a party of 6 to 10 humans, but lacking the ability to fight entire armies. Individuals and small groups make them good foes for lower level parties, while larger numbers or heterogeneous groups make good foes for higher level PCs. Their size makes hiding and springing traps more difficult, and they need room to fight, so they will avoid situations that make combat difficult.

Stone giants can be relatively benign. They may have no animosity towards humans, but they have their own needs and desires. This lack of emphasis on friend-or-foe makes each encounter a risk to the party.

Fire giants? In my campaign these are the dangerous ones of this group, similar to hobgoblins. They are intelligent, each band is cohesive, multiple bands will cooperate on short and medium term goals, and some will even work with humans – as long as it is to their benefit. When they do attack their assaults are well planned and effective.

Other Factors

There are a few other things to consider regarding each monster type.

Tougher Individuals

In the *MM* descriptions for kobolds, goblins, orcs, hobgoblins, gnolls, bugbears, and ogres – there are descriptions of exceptional individuals. These are bigger, stronger, more deadly than the average specimen of their respective races.

The stats listed in the *MM* can be used to determine what the higher-level monsters are, and (of course) each DM can make up their own. We should all remember that what is in the *MM* is merely the opinion of a TSR staff member (maybe Gary Gygax, maybe not) at one point in time. Each DM is free to change things if or when they need to – the books provide samples and guidelines, not hard-n-fast rules.

The same is true for frequency. There is absolutely no reason why every 5th kobold soldier is not a full 4 hp kobold attacking as 1-1 HD monster. THAT is for each DM to decide, based upon their own campaign needs.

Don't forget spell casters. The *MM* lists shaman and witch doctors for most of the goblinoids. I also use full



clerics, although typically not that high in level. Some of the more intelligent races may even have full magic-users. Fire giant wizards, anyone?

When the 4th level party yawns at a band of kobolds? A few tough ones who don't look any different from their brethren can make the yawns go away. Same with a fire giant dropping a *Fireball* on a high level party in mixed combat, knowing her people are immune to the fire.

Weapon Choices

Look beyond the stats to the descriptions for the goblinoid races – kobolds, goblins, orcs, hobgoblins, and gnolls all have tables listing the weapons that groups of monsters will carry. The choices of weapons vary greatly, but include missile weapons such as bows, slings, javelins, and spears. These monsters matured fighting for their lives on a regular basis – they will know how to use these weapons to their advantage.

In my campaign goblinoids typically carry a missile weapon and at least one hand weapon. Exchanging missile fire with the party may not go well for the PCs when a hail of arrows, sling bullets, and javelins rains upon them.

Strategies and Tactics

Each race of goblinoids is going to act a bit differently, due to their respective attributes. Let's examine a few.

Kobolds

Most people have heard of *Tucker's Kobolds*, the fiendishly clever kobolds mentioned by Roger Moore in *Dragon* 127 (Nov 1987). A lot of people say that example is ridiculous, kobolds are not that smart and the entire situation is an unfair manipulation by the DM.

Wrong. We have already debunked the "not smart enough part". Was this scenario an unfair choice by the DM?

Kobolds are 3' tall, surviving in a world where they the smallest and weakest members of a hostile "family". Fighting "fair" is a recipe for disaster, so kobolds are NOT going to voluntarily go into a stand-up fight with **anything**, not unless numbers are truly stacked in their favor.

Outside of their lair?

They are going to set ambushes, they will strike with surprise. The MM says they have spears and javelins. There is no reason they shouldn't have short bows and small crossbows as well. I'd not give them full damage or range due to their smaller size, but smaller arrows inflicting 1d4 hp of damage sound right.

They are not going to get into stand-up fights. Kobolds will hit and if anything is still standing and the numbers don't favor them, they will fade away. Their fleeter members might even lead their enemies into yet another trap. Pits, deadfalls, dropped stones, blind canyons? All is fair game.

In their lair?

Make use of their small size. Not all tunnels will be sized for humans swinging two-handed swords. Any tunnels kobolds build will be sized for 3' beings, so humans and elves will be crawling, and even halflings won't have an easy time of it. Any weapon bigger than a short sword will be useless, and in many cases a dagger may be the only choice.

Traps? The traps in their lair may not be intricate, but a stone dropped on a PC's head doesn't need to be complex to be sufficient.

Also consider that all these creatures live in a world of wizards and clerics. *Fireball* is not a foreign thing to them, so they may build periodic large rooms in which *Fireballs* can expend their energy, and there will be doors to block the spread of fire. Getting into the back section where their young are will not be easy. Getting out may be less easy, especially if the kobolds are enraged.

Goblins

Goblins are a third taller than kobolds, but even at 4' tall they are still smaller than anything except kobolds and halflings. Their racial tendency may be to have a reputation for "mess with one, mess with all of us". A well-deserved reputation for revenge and ganging up will prevent more problems than any level of fighting ability will solve.

In and out of their lair? They do mostly what kobolds do, and as accomplished miners they are likely to have a variety of traps. Since they value slaves, not all traps will be lethal. Traps that garner them slaves and booty will be favored.

They like slings and spears, and will use them in preference to hand-to-hand combat. As with kobolds, there is no reason to not allow smaller bows and crossbows. What about pole arms? One value of pole

arms is to keep attackers away from sword range. Some goblins can keep the much larger humans away while others use missile fire.

Also consider that both kobolds and goblins are not going to attack an obviously superior force. They will use guile and cunning to set the stage in their own favor.

Orcs

Orc are human-sized and physically tougher than most humans, so their tactics change. They will get into stand-up fights, but want numbers to favor them. Militarily, attacking an opposing force of equal or larger size is suicide. All attacks should favor the attacker, and if the situation doesn't, combat should be avoided.

In my campaign they consider humans and demi-humans to be dangerous – life has taught them that. Yes, most are not all that impressive, but the ones in good quality armor are likely to be killing machines. Best to hit from ambush and/or with massively superior numbers. Plus spread out in case of a spell caster with area effect spells. [This is different from what the MM indicates, but as I said previously, that is just one person's view at a given point in time.]

Hobgoblins

In my campaign the hobgoblins are the truly dangerous ones. They are as smart as most humans, are physically superior, and typically have a better understanding of what humans are and what humans can do. They also operate as well in the dark as the light, making them double dangerous.

As a result they use all of the previously listed tactics and strategies. Plus they can have a longer view, some tribes even work with human communities for years until there is a solid advantage in attacking the stupid humans.

Does this mean they are dishonorable? Not necessarily, just completely pragmatic.

Gnolls

As previously mentioned, gnolls are more of a short term danger. But it doesn't mean they are not dangerous, it means that their actions are harder to predict, and some may follow an attack plan while others hare off on a tangent. When mixed with other goblinoids they are a

wild card that may disrupt plans on both sides of a conflict.



Bugbears, Ogres, and Hill Giants

Ogres and hill giants do plan attacks, but tend towards the simplistic. Granted, this might be quite effective, especially given their size and strength compared to humans and demi-humans. But it also means they might over-estimate themselves while under-estimating their opposition. This makes interesting scenarios, especially when the players over-estimate what the monsters are planning.

Just to break things up I throw a shaman in from time to time. They are not powerful, especially in relation to a mid-level party, but a few extra spells such as *Prayer* shake the players up. I haven't had a paladin in the party in a long time ... but next time I'll have a shaman try turning.

I don't use bugbears as much as I should. They are more intelligent than ogres and hill giants, so they use decent to good tactics – something the players might underestimate. Bugbears are stealthy, surprising on a 1-4 – that should be factored. In fact, it makes it likely that other goblinoid forces may hire bugbears as scouts.

Trolls and Ettins

Trolls kill and eat things. Excellent dumb muscle and garbage disposal in one. I tend to use them as dumb muscle, and their regeneration ability is good for distracting the party while other things are trying to kill them.

Ettins are even tougher dumb muscle, plus great watch dogs. Always remember how hard they are to surprise. This alone makes them in demand among the better goblinoid leaders.



Stone Giants

The perfect, ambiguous foil. Given their Neutral alignment, each band has its own needs. Guessing what a given band wants and will do is nigh to impossible. This makes them far more useful in campaign play, beyond any physical stats.

But like all the other goblinoids, they will not attack unless odds favor them. They understand humans and demi-humans all too well. It may be that most bands find that genial relations with humans is a good thing ... unless they are unlikely to be discovered doing something adverse.

Frost and Fire Giants

I decided some years ago that all giant species are losing the battle with the other races. They reproduce slower, they require more territory per individual for subsistence, and as a result their far more numerous competitors can afford to lose a few members to kill a giant. Therefore all giants tend towards seclusion, avoiding other races except when the situation favors them. They have learned to fight from ambush, using their ability to hurl rocks as a major leveling agent. Why duke it out when a few well-thrown rocks will cut swathes through the opposition and may induce a rout?

This also induces giants to talk-first and kill-later, which opens up role playing opportunities.

In my campaign both types of giants are likely to have both clerics and magic-users in their ranks, typically at least 4th level and as high as 9th level. THAT throws a monkey wrench into the party's planning. I grant frost giants +1/die of damage on cold-based spells, and fire giants get +1/die of damage on fire-based spells. Plus each is immune to its respective element. Clerical support spells work just as great for the giants as it does for the party. One side's *Prayer* cancels the other side's spell.

Magic items? Last year I starting using **Giantish Snow Balls**, magical snow balls that explode like a frozen *Fireball*. If captured by the party they're generally useless as they require giant strength to throw, and if brought above 70 F for more than a turn they detonate. I haven't come up with anything similar for fire giants – yet – but when I have the need it won't be hard to whip something up.

Frequency of Occurrence

In researching this article I noticed something odd. The Frequency values listed in the MM didn't make much sense. Consider this table:

Frequency	Monster
Common	Orc, Ogre, Hill Giant
Uncommon	Kobold, Goblin, Hobgoblin, Gnoll, Bugbear, Troll, Stone Giant, Fire Giant
Rare	Frost Giant, Cloud Giant, Storm Giant
Very Rare	Ogre Mage, Ettin

I cannot recall the last campaign I heard of where kobolds were not Common, and where Hill Giants were Common. It doesn't appear that one person made up this stat for these monsters. If anything, numerous people did the monsters separately and with no checking.

Does this matter that much? Probably not, but I do like things to make sense. My table for them looks like:

Frequency	Monster
Common	Orc, Kobold, Goblin, Hobgoblin
Uncommon	Ogre, Gnoll, Bugbear, Troll, Hill Giant
Rare	Ogre Mage, Stone Giant, Frost Giant, Fire Giant
Very Rare	Ettin, Cloud Giant, Storm Giant

Summing Up

1. Consider the monster's BTB intelligence plus the wisdom implied by their descriptions. Don't underestimate them.
2. Consider the monster's alignment, physical size, and numbers that are encountered at one time. Their survival requires they use what they have to the best effect.
3. Read the monster description and consider what it implies. There is more in the details than most people remember.
4. The "book" is one person's opinion at one point in time. Make stuff up and do what you need for **your** campaign.

Humanoid Society

by Lenard Lakofka

Are humanoids just violent barbarians?

If the belief is that all that humanoids do is make armor, weapons, and war then the bands and tribes would constantly be dying off due to infighting, bullying, starvation and disease. You can't succeed without some members giving birth, raising children, creating basic goods, gathering or raising food, hunting, learning and teaching crafts and a myriad of small but necessary jobs and deeds. Without some order there would be no craftsmen, shepherds, farmers, miners, builders, leaders, shaman or witchdoctors. A principle idea has to be that all of the hords, bands, tribes (including the females and young) have to be fed each and every day.

If you poop where you sleep there will be disease. If you kill off the farmers, gatherers and animal tenders your group will starve to death. If the females are raped daily, sooner or later they will poison you or slit your throat. There has to be some small level of security and safety or the band/tribe will diminish, not grow. If some supreme jerk keeps killing off the weak soon there will be no laborers to build or make anything.



Warrior races still need those skilled in building, making clothing, blankets and tanned goods (that don't stink like

The Difference between nL and IN, EN and NE

This is the study of shades of alignment and the tendency of that alignment shift to produce results in the way the being thinks, his range of ideas and the speculation on what he might do in a particular situation. Essentially nL indicates a being that is LN, but focuses more on the lawful side, while IN is one who focuses more on the neutral (with respect to good and evil). EN vs NE is a measure of which urge comes first, Evil or Neutral action (neutral being not lawful or chaotic, which again translates to measured thoughtful response or a first impression reaction.)

To be sure almost all humanoids are primarily EVIL and it would stunning if one or two had a good tendency but allowing for those shades of alignment opens doors to other adventures.

Playing with alignment nuance is an art form or you can roll dice along a percentile range of your own choosing. When presented with problem X this Cn is 70% likely to do a fast first impression reaction. Roll d%.

death). They need shaman and witch doctors who are both teachers and students or there is no healing, no magic, no potions, salves, or ointments. When tribes and bands just live in some large cave or reside in a circle of crude huts then that tribe or band may well diminish instead of grow.

This also means that bands that go off attacking everything within fifty miles of their lair will, sooner or later, be counter attacked because they attack too often or have created opponents who want revenge against them. There has to be, or should be, some level of domesticity!

The elves, dwarves, halflings and humans have society. Craftsmen, carpenters, miners, weavers, boot makers, armorers, weapon smiths etc. Humanoids who don't do something similar are destined to fail. What most of the Humanoid races suffer from is their relatively short life span, certainly compared to dwarves and elves. This life span problem means that their top craftsmen might be



rated on a scale of 1-5 while dwarves and elves have craftsmen with a rank of 1-12 in some specialized areas.

What would a cross section of a band/tribe of kobolds, goblins, orcs or gnolls look like if they want to prosper? Yes they must have some warriors and leaders. There must be hunters, gatherers and likely shepherds. That's a given.

Alignment is not the absolute of EC (Evil Chaotic) or EL (Evil Lawful). There must be shades of alignment that fringe around the primary alignment. EL, EC, CE, LE to say nothing of EN, NE and even NC, CN, LN and NL. Perhaps no pure neutrals and likely no Good alignments. But these individuals have statistics too, Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma (within their groups). Those ranges could be defined based on the particular humanoid. Those in command would have to recognize skills due to exceptional statistics (well, exceptional for a humanoid!). This Orc should be a witch doctor, that one makes some item well, this one is more in touch with our gods, and that one knows how to treat the goats in such a way that herds prosper and grow in size.

The DM has to consider humanoids as more than just warrior morons. There might actually be an orc, kobold or goblin who could adventure with humans, or run a business in a small town! Certainly there would be humans who would hire orcs, goblins and hobgoblins as their guards. If they do act as castle guards or as troops in a town that is primarily human they can't go off picking fights with the humans, raping their women, and stealing from the people. Such guards are of little or no value to the human that hires them.

There could be a humanoid that actually loves his mate and his children! What a concept! But think it out the

next time a group of 70 to 300 beings exist somewhere in your world. You might even be able to trade with them and buy something they make! As you read this many will think I'm crazy. But without civilization at some level humanoids will not survive and prosper. They WANT to survive and prosper, don't they?

Grod the Orc. Align eL, Gruumish, S 16, I 9, W 13, D 10, Cn 15, Ch 9. HP 9 (+1 for Constitution. AC for leather armor and wooden shield; 8/7/7. Carries short sword, spear, +1 to damage on each hit, profession Shaman with a spell capacity of 1+1. Can make a healing salve from nearby plants that will cure 1d3 points of damage with one good sized daub. Why would he not exist? Why?

Examples of the Major Humanoid Societies

Statistics are rolled based on the rules given in the table below. Leaders are often those with 16 or 17 strength or 16, 17 or 18 Constitutions. They can be considered to be a full Hit Die greater than their peers. Those who score a maximum strength and constitution may add one more hit dice and become chiefs. Even in a society with leadership based on personal strength, high intelligence or wisdom will enable the possessor to outmaneuver stronger members.

Intelligence and Wisdom can lead to positions of power even if the physical characteristics are not present. Those with a maximum intelligence and wisdom should be considered as possible leaders and be more likely to possess treasure and magic. Note that the numbers below are my suggestion only. The DM can change them as he/she sees fit.



Humanoid	HD	T-AC	Mv	S	I	W	D	Cn	Ch*
Gnoll	2	5	270	1d8+9	1d6+6	1d6+8	1d8+8	1d8+10	1d6+8
Flind	2+3	5	360	1d10+8	2d4+6	1d6+8	1d8+8	1d8+10	1d8+8
Goblin	1-1	7	180	1d10+6	1d8+8	1d8+8	1d8+8	1d8+8	1d12+4
Hobgoblin	1+1	5	270	1d8+9	1d8+8	1d8+8	1d8+8	1d10+7	1d10+6
Kobold	1-4 hp	7	180	1d10+6	1d8+4	1d10+5	1d6+8	1d10+5	1d12+4
Orc	1	6	270	1d10+8	1d8+6	2d4+9	1d8+8	1d8+9	1d12+6

T-AC = Typical Armor Class

Mv = Movement rate in feet walking, i.e. 9" = 270 feet, 12" = 360 feet, running is double this.

Every characteristic operates similar to the Player's Handbook.

- Strength: 16 grants +1 to damage, 17 is +1 to hit and to damage, 18 is +1 to hit, +2 damage.
Flind and Orcs who roll an 18 strength may roll % dice, 1-90 = 18(roll/2), 91-99 = 18(76), 00 = 18(91).

You can allow hobgoblins and gnolls to also have 18 strength if you wish.

- Wisdom: Clerical minimum 9, bonus spell capacity at 13, 14, 15, and 16
- Constitution: 15 = 1 extra hit point, 16 = 2 extra hit points, 17 and 18 = 3 extra hit points
- Gnolls live about 40 years, Goblins 40 years, Orcs 40 years, Kobolds 125 years and Hobgoblins 50 years

Alignments, Principle God, and Cleric Spell Level Limits

Humanoid	Principal Align	Align Variations	God	Clerics
Gnoll	CE	Cn, En, EN	Yeenoghu (demon, LG)	Levels 1 – 5
[Flind]	LE: NE	Ec, Le(n)	Yeenoghu (demon, LG)	Levels 1 – 5
Goblin	LE	Le(n), EN	Maglubiyet (GG)	Levels 1 – 7
Hobgoblin	LE	LE(n), EN, LN(e)	Maglubiyet (GG)	Levels 1 - 7
Kobold	LE	En, Le(n)	Kurtulmak (Hells) (LG)	Levels 1 – 5
Orc	LE	En, Le, EN	Gruumsh GG	Levels 1 – 5

Principal Align: principle alignment of the majority of the band/tribe.

Align Variations: Other alignments likely to be common within each tribe.

Gods: LG = Lesser God, GG = Greater God.

Orcs also have the gods Bahgtru, Shargass, Ilneval, Yutrus and Luthic, see the *AD&D Unearthed Arcana* pages 118 to 122. All humanoid gods have additional notes on page 141 of *Deities & Demigods*. Flind are more orderly than their lesser brothers the Gnolls. But they worship a demon prince so some few Flind will have chaotic tendencies

The clerical levels are suggested in AD&D DMG on page 40. You can change them if you want, it's your game. If you want an Evil High Priest of Maglubiyet then create

him! I should also note that I refer to clerics and shaman as males. It is my view that it is more likely that all key leaders and magical types are far more likely to be male, and that forbidding a female might be common in humanoid groups. Again you can do whatever you want.

Leaders

Higher level leaders include Sergeants, Sub Chiefs, War Band Captains or Chiefs. Other titles are certainly possible. These exceptional individuals have higher HD than the grunts, that is, the normal members of their respective species.

Let's look at the to-hit table for humanoids:

Primary Combat Table

Monster HD	1-4 hp	1-1	1	1+1 to 1+3	1+4 to 2+3	2+4 to 3+3	3+4 to 4+3	4+4 to 6+3
Fighter Level	M@A	1	2	3	4	5	6	7
To hit AC0	20	19	18	17	16	15	14	13

Consider this alternative. The THAC0 is for the primary number of hit dice given to an ordinary grunt; Orc = 1

HD, Hobgoblin = 1+1 HD etc. [1 HD hits AC0 on 18 while 1+1 HD hits on 17.]



Their tribes, bands and war groups have leaders with various titles assigned by the tribe(s) in the local area. Let's use Sergeant(s), Sub Chief(s) and one or more Chiefs with one Supreme Chief who might lead several bands or war groups.

Right now the theory is that the first rank of Leaders simply adds a Hit Die. So an Orc Sergeant would have 2 HD. The HD "promotion" takes his THAC0 from 18 to 16, a 10% change. All fine and good. Add to his hit points 1d8 and note that he will roll no 1's.

What if the next level of leader, now 3HD in this example, is considered a 5th level fighter instead, with a ten sided die and no 1's and 2's considered? He will have the chance for more hit points and he will be considered to be a Fighter for the purpose of Saving throws from all attack forms.

That changes things up nicely don't you think? Of course he is likely worth more XP as a fighter than as a monster leader.



Shaman Spell List

Now let's look at the Shaman spell list. This is my list which is different from that posited in the *AD&D Dungeon Masters Guide*.

1st level: Bless, Cure/Cause Light Wounds, Detect Good/Evil, Detect Magic, Detect Demi-Human, Light/Dark, Protection From Good/Evil, Resist Fear/Fear Touch, Command, Blade of Accuracy.

2nd level: Hold Person, Spiritual Hammer (axe or spear), Augury, Chant, Detect Charm, Charm Person, Resist Fire, Snake & Small Mammal Charm, Speak with Animals.

3rd level: Animate Dead, Speak with Dead, Cure/Cause Blindness, Cure/Cause Disease, Dispel Magic, Locate/Mask Object, Prayer, Remove/Place Curse.

4th level: Cure/Cause Serious Wounds, Meld into Stone, Divination, Exorcise, Neutralize Poison/Poison Touch, Tongues/Muddle Speech.

Minimum wisdom of the shaman is 10 (you can make 9, 11 or 12 if you wish). I would allow extra spell capacity for wisdom 13+.

Further various humanoid races might have other prayers and therefore other spells. Do not consider the above list as absolute for all bands and tribes and for all types of humanoids! There could easily be spells in one list of Orcs that is not exactly the same three thousand miles away.

Spell Notes

If no note appears the spell is as written for a cleric in the *Players Handbook*.

Bless. Duration 1d4+3 rounds

Cure Light Wounds. Healing is 1d6 from a lesser god and 2d4 from a greater god.

Detect Demi Human. Range 60 feet, Duration 1 turn, AoE: 45 degree arc in front of the caster turning up to 45 degrees at the end of each round but no forward movement or the spell breaks. A specific racial type must be specified in each casting of the spell. Saving Throw none. Casting time 5 segments. This is not a *Detect Human* spell. It is based on century old enmity between certain humanoids and certain demi-humans.

Light/Dark. Duration 4 turns+1 turn/level. Range 240 feet. AoE: 60 foot diameter sphere for light, 120 foot diameter of darkness. Casting time 1 round.

Protection From Good. This spell affects any being aligned to Good (not just the tendency to be good). The effect is to reduce the Good being's to-hit by 2 and saving throws from his/her/its spells by 1. It does not prevent direct contact however. Greater good beings from the outer planes of seven or more hit dice negate the spell on contact.

Fear by Touch. Casting time 1 segment, duration 1 round+1 round/level of the caster, saving throw is allowed and negates the effect. If the save is failed the figure runs in the opposite direction with a 30% chance of dropping any carried item but a magical item chance of being dropped is enhanced by +2 to the d20 die roll.

Blade of Accuracy. Effect is +3 to hit for a duration of 1 round +1 round/level of the caster; the spell affects one sharp missile {dagger, arrow, spear, hatchet, axe, etc.}. The spell could be placed on another's blade but must be thrown/fired during the duration limit. The sharp object must be touched directly. If the item is already magic the caster will take 4d4 points of immediate damage. If the item is not permanently enchanted (like a blessed sword) the blessing will discharge. Permanently enchanted weapons/arrows/darts or +1 value will be temporarily disenchanting for 6 rounds.

Hold Person. Only one living target is selected/casting and his/her save is at -1. Duration 4 rounds. Casting time 1 round. Range 240 feet

Snake and Small Mammal Charm. Has a limit of 3 hit dice. But the animal/reptile gets no save. The Charmed reptile/mammal will not attack the caster but cannot be directly to attack anyone or anything else. The object of the spell will remain in place for the spell's duration unless physically attacked.

Speak with Animals works on mammals only but including giant mammals. The single mammal that is targeted by the spell obtains no saving throw unless in contact with an intelligent being (like a horse with a rider) would get the save entitled to the rider). The mammal can have up to six hit dice. The mammal can be directed to attack a single being but is allowed a save vs that command. If the save is failed the mammal will still not attack the caster. Communication is basic and primitive but the caster will be able to understand the creature and vice versa. The duration of the spell is five rounds and one question or command can be given every five segments. The fellows of the target mammal are NOT affected in any way. Range 30 feet.

Animate Dead. Produces skeletons & zombies only, one skeleton or corpse/level of the caster. Recently dead can be animated regardless of alignment in life. The undead will obey simple commands only regardless of its intelligence or wisdom in life. The dead cannot be questioned by the use of this spell. Range is 30 feet, duration is permanent until the skeleton/zombie is destroyed. A recently dead human, dwarf, gnome or halfling that is subsequently "killed" can still be *Raised from the Dead* but the chance of raising is 20% less. A beheaded zombie cannot be raised in any case.

Speak with Dead. This affects those dead for [1d8*10]+20 years only. One question+1 question/level may be asked. The alignment in life is not germane. Deeply engrained secrets especially those involving betrayal of his/his closest friends and family will allow the dead a save. If

that save is made the spell is broken. Range 10 feet. Duration 1 turn. Complex questions may not be understood but the spell will not break for that reason.

Cause Blindness. This effect has a duration of 1d8+8 turns. The figure is allowed a save versus touch unless he/she is asleep or held. Surprised figures are allowed a save at -2.

Cause Disease. A touch in melee is required if the figure is awake and alert. Disease onset will be in 1d4+4 turns. The effect will be -1 to hit/round of the disease until zero is achieved. The target is allowed a saving throw from the touch's effect.

Curse. To be cursed the figure must be touched in melee. Any living creature, awake, asleep, or even held is allowed a save versus the curse. The curse will cause the creature to immediately either run in fear or be subject to spasms that worsens armor class by 2, worsens initiative by 3, and reduced to hit rolls by 10% (-2). These effects will last for 4d4 rounds. Then if another stress situation occurs (melee for example) a new save must be made or the fear and spasms return. Even if the person saves on a particular situation he or she is subject the save again as long as the overall duration is still in effect. The overall duration of this curse is 1d4+2 days. The curse can be negated by *Remove Curse* or *Dispel Magic*, both of which will always be effective. Those of 8 HD/Level or from an outer plane are not affected by this curse.

Cure Serious Wounds. Healing is 3d4 from prayers to a lesser deity and 3d6+3 from prayers to a greater deity.

Meld into Stone. Range touch, Duration 1d8+8 turns, Casting time, 2 rounds, Save none. The shaman can touch a solid rock wall or very large boulder and merge into it. This process places him on the Elemental Plane of Earth for the duration of the spell. If the rock is continuous the shaman can pass through the stone at the rate of 15 feet a round. This is being done more or less blindly as to where the spell will place the shaman. If he does not emerge within the duration he will leave the Elemental Plane of Earth and be instantly killed. When he is nine real inches from a surface he will become aware of it, he can choose to remain in the rock if he wishes. He will be aware of the passing of time within 20% up or down of the real time but he will have no way of knowing when the spell duration will run out. Ordinary items including coins, metal, wood and gems can pass into the stone with the shaman. Magical items must make a roll of 11 or better on d20 or remain outside of the stone. Every plus on a magic item will subtract from the die roll. Potions that fail will be destroyed though the jug/bottle will pass through successfully.



Poison Touch. Potency of the poison will vary based on level of the shaman and whether his deity is a greater or lesser god. Potency - A first to fifth level shaman will do 8d8+8 points of immediate damage (1/2 if a save vs poison is failed). If the save is failed a second roll will determine if the poison knocks the victim unconscious for 8d8 turns in addition to the damage. A Shaman of 6th or higher level will do 8d10+10 points of immediate damage (save for 1/2). If the save fails a second save must be made versus death or the victim is poisoned to death.

Witch Doctor Spell List

This list is also different from the DMG, and parameters as well. The minimum intelligence is 11. Since there is NO reading, but praying instead there is no roll to learn!

1st level: Affect Normal Fires, Dancing Lights, Identify, Shield, Ventriloquism, Burning Hands, Enlarge/Shrink, Detect Magic, Find Familiar, Lethargy (new).

2nd level: Audible Glamer, Invisibility, Levitate, Magic Mouth, Scare, Darkness x' Radius, ESP, Strength, Weakness (new).

As with the shaman this list is not set in stone and absolute for all humanoids or even all tribes of the same race. You can add more spells or make substitutions. Common adds would be *Comprehend Languages*, *Feather Fall*, a form of *Magic Missile* and *Shocking Grasp* at first level. At second level other spells might be *Forget*, *Knock*, *Pyrotechnics*, *Stinking Cloud*, and a form of *Wizard Lock*.

Affect Normal Fires. Duration 1d6+3 rounds. Range 30+10 feet/level, Casting time 1 segment.

Dancing Lights. Duration 1d8+8 rounds, Casting time 1 segment, Range 60 feet+20 feet/level. The spell produces one light/level of the caster that appears to be the head of torch. These lights will be from 3 to 5 feet apart and spacing will change as the spell progresses staying in a rough line the whole time. Light will be equal to a *Light* spell if five or more lights are produced.

Identify. This requires a touch to the item. The spell lasts for 1 segment/level. Correct identification is 50%+5%/level up to a maximum of 90%. Multiple properties require additional rolls. If there is an adverse effect produced by the item to a mage then there is a no saving throw allowed. Charges in an item will be given within a 5 charge range.



Shield. Duration 3 rounds/level of the WD. Casting time 1 segment. Save none. The *Shield* produced is spherical totally protecting the caster. The spell is not proof against *Magic Missiles* but will allow a save versus them on a missile by missile basis. Otherwise the shield produces an armor class of five against all forms of physical attack and +1 on all saves from all sources while the spell is in effect.

Burning Hands. Range 0, Duration 5 segments + 5 segments/level, casting time 1 segment. Each hand will produce four jets of flame from the WD's fingers. Each hand can be aimed at a different single target within 15 feet of the caster. Damage done is 2 points plus 1 point/level up to a maximum of 8 points, save for 1/2 damage rounded down. Both hands can be aimed at the same target. Saves are rolled for the right and left hand separately. Flammable items might begin to burn. A separate roll for those items is made. Incidental damage from burning robes, trousers, dresses etc. is one point/round until the item is removed.

Enlarge/Shrink. Range one figure by touch or self. Casting time 3 segments, save none if the figure is willing, otherwise save to not have the body size change. Duration 5 rounds + 3 rounds/level. Ordinary carried items will be changed as well with no saving throw. Magic items obtain a save of 11 plus +1/plus on the item to NOT change size. The target must be a living being of 6 HD/level or less (willing or not). The change in size will be 25%/level of the caster. Strength will increase or decrease at the rate of 15%/level of the caster, and weight

will change at the rate of 30%/level. Reduction of 100% will yield a figure who is one real inch in height. Whether enlarged or shrunk inherent ability to cast spells, make saves or have a set number of hit points will NOT change. Attacks will certainly be changed if the size of the weapon, claw, bite etc. is changed. Ranges of missiles will be increased or reduced. Metal or wood is subject to fatigue on any maximum damage hit! This fatigue will break the weapon or damage the claw or maul. Magic weapons are NOT subject to this fatigue.

Detect Magic. Duration 3 rounds, AoE is a sphere with 20 foot radius, Casting time 1 round, Save none. The intensity of the magic is not registered simply the presence of it. The caster must keep their own tribe members away and further he must remove his own magic when casting the spell, otherwise a false detection may occur. He can move at walk pace of 60 feet/round. If he goes faster the detection might fail (30% at 90 feet/round and 75% at 120 feet/round).

Find Familiar. Duration permanent if a creature responds, AoE is a sphere 1 mile in diameter plus 1/2 mile/level, casting time 3 hours. Preparation is complex and long. The bones, preferably the head, of the exact type of creature being sought as a familiar. The beasts indigenous to his area are the ones he will usually seek. The maximum HD of the beast is 1HD/level to a maximum of 5HD. With the head or bones of the beast the chance of one appearing is 45%. There is a 15% change that another beast might answer. So on a roll of 61-100 no beast replies. Mammals and avians are the most likely but amphibians can be sought/reply as well. Special familiars might occur on the roll of 01 on d100. The DM will determine the special familiar.

Lethargy. Range 60 feet+20 feet/ level, Duration 4 rounds+1 round/level, area of effect: a circle with a diameter of up to 20 feet + 10 feet/level, Saving throw: yes for 1/2, Casting time: 2 segments, Components: V, S.

- *Lethargy affects those of 1+1 HD or 1st level within a circle with specified diameter at a specified range (to the center of the circle). An additional HD at 3rd level of caster, and one more HD at 5th level of the caster or higher. [4HD / 4th level are immune].*
- *Lethargy calls for a saving throw/figure within the circle. Living figures only including humans, demi-humans (elves +2 to save), humanoids, mammals, avians, insects, arachnids and reptiles.*
- *If the saving throw is failed the figure cannot cast spells that require a smooth somatic movement or that require clear speech (DM gets to decide -- I think that is all). The figure is +2 on individual initiative, -*

4 to hit and a reduction in armor class of 2 levels. Strength bonus, if any, is reduced by 2 places (18/77 would go to 18/50, 17 would go to 15).

- *If the save is made those subtractions are cut in half. [special: if the save is a roll of 18 or higher {without dexterity bonus but including magical AC effects like a plus shield, armor, ring, cloak or spell [bless or prayer]} then the spell has no effect at all.*
- *Remove Curse, Dispel Magic, Bless and Prayer will remove the lethargy immediately.*

Audible Glamer. Duration 3 rounds/level

Invisibility. The difference is that an invisible humanoid can toss a missile or fire and arrow and not break *Invisibility* on the first toss/shot. The second will break the *Invisibility*. Spell casting and hand to hand melee always breaks invisibility.

Levitate. Amount of weight than can be lifted is 100 lbs + 50 lbs/hit dice of the specific humanoid. This would prevent a hill giant from levitating himself but his youngest child might make the cut. Unwilling subjects get a saving throw to cancel the attempt. Rate of ascent is 15 feet/round. Duration 1 turn + 5 rounds/level of the caster.

Scare. Duration 2d4+1 rounds, range 30 feet, Casting time 2 segments. Save to negate the effect. The *Scared* figure cannot cast spells but can discharge wands and similar magic items. The trembling figure can defend him/herself but at -1 initiative, to hit and to damage dice.

Darkness. The radius of the *Darkness* in a sphere 5 feet radius plus 2 feet/level. *Light, Continual Light, Dancing Lights, and Faerie Fire* will negate the darkness and will be not appear after the darkness is eradicated.

Strength. This is based on the base strength of the humanoid. The increase in strength will be (roll D%) 1-50 one place up, 51-88 two places up, 89-99 three places up and 00 four places up!

Weakness. Range 120 feet plus 30 feet/level of caster. Duration 4d8 rounds. AoE is a circle that is 30 feet in diameter thus possibly targeting a number of living humans, demi-humans, humanoids or mammals. A save is allowed to negate the effect entirely for those of 3HD/4th level or higher only. Lesser beings obtain no save.

The result is a creature(s) who loses 1d4+2 points off of his/her/its strength for the duration of the spell. Magical strength is erased but there is no additional effect on that target.



Points of View?

by Michael Corrinet

Taking two steps at a time, the paladin, sword in hand, swept up the circular stairs seeking the enemy which infested the keep. Hobgoblin bodies trailed behind him, the rare survivors being slaughtered and checked for treasure before the rest of his party followed him.

Ahead of him he hears the screams of a woman, another victim of the monsters, and coming around the corner sees a hobgoblin crouched like some sort of vulture over the bloody abdomen of his victim. He slows to take a swing at the killer ... and stops.

The "killer" is a female hobgoblin, holding a hobgoblin infant in her hands, raw, new to the world. The "victim" is a new mother, reaching for her child. Years of killing "their kind" wars with something else in the paladin's soul and wrenches his world sideways. He stands, unable to do more than stare as the child is placed in the mother's arms and the midwife stands to defend the two of them with her life.

Hack-n-Slash games are FUN! Lots of two-dimensional things are. But when you want to make people think, leave them changed, create a world rather than just an XP shopping run, it helps to create differences that are more subtle than hit dice or armor class improvements.

Senses are often listed as different for different humanoids, but are rarely considered in terms of the differences that may make in the societies of said humanoids. Ogres have white pupils, a simple difference in coloration. In terms of the senses it means that white light is reflected and other forms of light are absorbed allowing the ogre to see. What other colors are there but those that together create white light? Most monsters are given infrared by D&D, but what if the ogre can ONLY see in infrared? Could it be any wonder that they are so barbaric in their behavior, lacking any ability to see writing of any sort?

When was the last time you determined distances between guards based on hearing ability for a humanoid fortress? Maybe the colors chosen by the race reflect their discomfort with bright colors, and there is nothing to say, considering it happens throughout nature, that all colors of the spectrum are seen the same way by all humanoids –there is even a scientific study that was conducted trying to find any evidence at all that true purple was perceivable by Medieval man and prior to that, and the

results seemed to be that there is no reference to the color at all, the closest being royal purple which isn't purple at all. The humanoid they face may not be able to see the difference between two colors, or your adventurers may not be able to distinguish between the two shades of green that are used to disarm the trap they were warned about.

Doctor Julian Bashir once sarcastically noted that the natural odor produced by Klingons was comparable to an "earthy, peaty aroma with a hint of lilac." (TV show *Deep Space 9*: "*Trials and Tribble-ations*"); but I've also seen Klingons and Vulcans refer to the very strong unpleasant odor of humans.

Consider – how many mammals do you know that depend on stink to keep enemies away? Humans are one of the most odiferous mammals in existence and that has to have an effect on how humanoids react to them. The last bath your adventurers had may very well inflate the distance they are detected by humanoids and other creatures. The scents of a dungeon need not be familiar or automatically unpleasant to everyone:

Captain Jean-Luc Picard: What is that smell?

Lieutenant Worf: Hm, yes – slightly reminiscent of night-blooming throgni, Captain. From home. Quite stimulating, wouldn't you say?

Captain Jean-Luc Picard: No! ("TV show *Star Trek: The Next Generation*: "*Angel One*" (#1.13)" (1988))

Some creatures communicate with color – what does the fact that the entire tribe has gained a reddish tinge to their fur mean? Why are they treating the Northman with such respect? Color can mean many things to many peoples, just as white is often a symbol of death in many Asian cultures, black being associated with death in the West. Did the party just walk in on wedding planning wearing all green? Could be cause for a war.

Morphology, the shape of the creature, can be as interesting to explore. That strange bulge ... in the back of the hobgoblin's shoulder, may make you cringe – and may set his mate on fire. Imagine how a species that doesn't have it at all are seen. Just within our own species beards are seen as powerful and manly, at least on men, and the attractiveness of various features varies widely amongst different cultures. What fun to note the



physiological differences between humanoids and create reasons for why they act the way they act for the PCs to discover.

Morals and ethics can vary widely amongst intelligent species. We're not all psychologists to create subtle profiles for every humanoid group, but there are simple tricks you can follow to make humanoids more interesting, using general concepts from society.

Are they missing a sin? What if avarice wasn't a sin, but a virtue? Ferengi are an excellent example, but could that template be used to represent the xvar? What about anger? Hobgoblins are known to be violent, but also lawful – how do they channel their aggression? Like Klingons? And what if the niceties of civilization, the politeness of human cultures, was seen as a weakness, like Telarites from Star Trek? How would your adventurers react after trading insults with the local orc tribe for an hour only to discover they'd gained life-long allies? Simply removing a sin, or even making it accepted, or a virtue can readily change the society of a humanoid into something far more interesting. Doing the same with a virtue can be equally rewarding. Are Vulcans capable of love? What of dark elves? Don't forget that there may be bonus virtues or sins. Picking up that young kobold may mark it for abandonment, as is common amongst some species of bird.

The order in which behaviors are performed can vary widely. A formal fight may be first, like counting coup, while for another group that may be seen as forever destroying any form of peace between species. All of the adventurers tend to wear long hair. Are they REALLY all available for marriage, as tradition of the humanoid tribe state? During WWII the U.S. troops were stationed in England and they got quite a reputation for being "fast". So did the local women, which left those who heard both sides perplexed. Turns out that kissing in England was an immediate precursor to more intimacy. For the Americans, it was less meaningful. So both parties felt the other rushed the relationship.

Similarly, in Asia the populace was often initially impressed with the Europeans, for they appeared to be royalty, who never bowed to anyone they were so powerful and dignified. The Europeans were equally impressed at being treated like royalty because everyone seemed to bow to them. It was just to be expected that the Asians would catch on and behead a lot of them before the Europeans realized they were ignoring a local custom. The order things happen makes a difference.

When we look at each other in the West, we look at the speaker when we are listening, but when we speak, we

tend to look away. In many Middle Eastern cultures, it is reversed, causing many uncomfortable and challenging moments between talkers. A questioning voice goes up at the end in English – does it all languages? No, and similar miscues can be the cause of all sorts of confusion and exploration by the party, whether dealing with commands, questions, or simple statements.

Then there are purely physiological differences, such as why we yawn, or laugh. Although mammals tend to yawn when threatened, especially when surrounded by a bunch of yawning individuals while feeling vulnerable and sleepy, there is no reason other humanoids have to, or wouldn't have their own gestures, whether the questioning tick of the chin to the right when faced with strangers, or the palms down gesture of a group facing supernatural threats. Showing teeth for mammals almost always is a threat symbol, and babies will initially laugh (a sign of discomfort if you study it carefully for what causes laughter), they will quickly switch to crying if that fails. Troll humor is a favorite in my game, and when the subject came up and the party asked about it, one of the trolls tore the head off of a companion and tossed it down a hillside. The party learned never to ask a troll to tell a joke.

Find ways to make the differences between humanoids and the primary races more interesting. Give them a culture and nature different enough to leave your players with the impression that they are facing something alien, not just a cookie cutter human with an animal head. Create opportunities for the adventurers to discover these things and they'll react with all the excitement pioneers of new cultures always have, from Lewis and Clark to Jane Goodall; assuming they survive the encounter.



Reviving the Lowly Orc: Two Variants

by Tom Pamperin

"Orcs, boy?" old Hodd muttered, slamming his tankard on the table to signal for another refill—with me paying, he wasn't wasting any time. "I didn't spend two years training you to fight so you could come running back here to complain about orcs."

I slid forward in my seat. "True enough. But there's something different about these. They're —"

"Bah. They're orcs!"

"What about this, then?" I asked him, and pulled out a red leather cap and threw it on the table.

Hodd stared at the cap, eyes wide. "Blaeddig-Tok," he whispered, then turned suddenly to me. "Where'd you get that, boy? Speak up!"

"Yesterday we were ambushed by a group of these redcap orcs, across the river from Gunnar's Stead," I told him. "They were fighting like I've never seen orcs fight before." I paused briefly, remembering our narrow escape—Alaric and Mardenn wounded, our horses lost, our packs and gear abandoned. "And there's more. These orcs all had a symbol branded on their foreheads, and painted on their shields."

Hodd grabbed my arm, his face pale. "Not ... a red hand?"

I nodded. "You know it—the red hand? You know what it means?"

The old warrior looked around slowly, then shook his head. "It ain't good, boy," he muttered. "The Red Hand? No, that ain't good at all."

Orcs are a staple of most AD&D games, but let's face it—they're often little more than sword fodder. And as PCs advance to higher levels, orcs become even less relevant, and less interesting. But with a little imagination, and a little work by the DM, the lowly orc can be developed into a fascinating adversary, one who continues to interest and challenge players throughout a campaign.

Blaeddig-Tok

(BLAY-dig TOKE)

The Blaeddig-Tok, AKA Bloodcap Orcs, are a very nasty kind of orcish Special Forces. Training begins early on, with the strongest and smartest orcs taken to communal

training camps run by veteran orc warriors. There the Bloodcap candidates are constantly challenged and trained, led on raids, and forced to steal food to survive, while competing against each other (and against various captives) in an endless series of games, fights, and races, much like the Spartan elite warriors of ancient Greece. It is a mark of the rigor of Bloodcap training that less than half of all candidates survive. Those who do are permitted to don the Blaeddig-Tok (the Blood Cap), a distinctive leather skull cap dyed dark red with the blood of their tribe's preferred enemy—humans, in my campaign, though other DMs might decide to focus on elves or dwarves instead.

An orc who earns the right to wear the Blaeddig-Tok is fanatically loyal to his tribe, and just as fanatically devoted to destroying its enemies. Bloodcap warriors routinely collect "trophies" (e.g. scalps or ears) from their tribe's preferred enemy, and, like Old West gunslingers, keep a record the worthy opponents they have killed (e.g. notches on weapons). They operate in small groups, and are masters of guerilla tactics involving disguises, tricks, traps, ambushes, and hit-and-run raids. Often their work involves long-distance patrols through enemy territory. In my campaign, Bloodcap orcs commonly lead raids to steal cattle, sheep, or slaves; perform recon patrols in advance of larger attacks; serve as long-distance couriers; set ambushes; explore dungeons and ruins for treasure; and even target important NPCs (or PCs) for assassination or kidnapping.

Since they are essentially NPC fighters (see below), Bloodcap orcs are able to use all weapons, even those not typically used by orcs. As a result, the possibility of gaining a magical weapon or better armor can be a powerful motivation for Bloodcaps to attack a group of PCs. (They will not, however, wear elvish chain mail, or knowingly use weapons that have been created by elves). A PC with a particularly notorious weapon will probably be known—and may eventually be targeted by—Bloodcap patrols, which often use their name for the weapon as a nickname for the character (e.g. "Firesword and his companions plan to travel through the mountains in the next week, and we'll be waiting!").



Blaeddig-Tok (Bloodcap Orc)

Frequency:	rare
No. Appearing:	1d8 alone; 1d2 if leading a group of conventional orcs
Armor Class:	by armor type (plus Dexterity bonus if applicable)
Move:	12"
Hit Dice:	1-5 (varies by level, as fighter NPC)
% in Lair:	20%
Treasure Type:	Individuals L
No. of Attacks:	by weapon (varies by level, as fighter NPC)
Damage/Attack:	1d8, or by weapon type
Special Attacks:	+1 damage per level vs. tribe's specific enemy
Special Defenses:	Nil
Magic Resistance:	Standard
Intelligence:	high
Alignment:	lawful evil
Size:	M
Level/XP Value:	



Bloodcap orcs are elite warriors that have received such extensive training that they function as NPC fighters. The DM must create Strength, Constitution, and Dexterity scores for each Bloodcap, since they receive "to hit" and "damage" modifiers for Strength scores, hit point modifiers for Constitution scores, and AC and reaction/attacking modifiers for Dexterity scores. (Roll ability scores as for half-orcs). In addition, each Bloodcap has the tracking abilities of a ranger one level lower, and gains a +1 damage bonus *per level* against their tribe's preferred enemy (e.g., humans, elves, dwarves, etc.) in melee combat. For example a level 2 Bloodcap warrior receives a +2 damage bonus vs. humans in melee combat. No Bloodcap orc fighter can advance beyond level 5.

Every Bloodcap warrior speaks Common as well as orkish, although they will not reveal that information unless it is to their advantage to do so; 50% of all Bloodcaps can read and write Common as well. They use their linguistic knowledge to adjust their tactics, listening carefully to PCs' discussions and orders during battle. This can cause serious problems for enemies who do not realize their communications are being monitored.

Bloodcaps will normally be armed as follows: scale mail and shield, scimitar, dagger, and a missile weapon (typically a short bow, 2-5 darts, or a throwing spear). Darts, if used, will be poisoned 20% of the time (victims must save vs. poison or experience a violent seizure, then fall unconscious for 50-Con score minutes).

It's not unusual, however, to find Bloodcaps who have re-armed themselves with weapons and armor taken from adventurers they have defeated (including magic weapons and armor). In addition, each Bloodcap warrior always wears a dark red leather skull cap (the Blaeddig-Tok, or Blood Cap). The loss of such a cap is a great dishonor; any enemy found with one in his possession will *not* be treated kindly.

Bloodcaps will often be encountered as leaders of a conventional orc band. They will use the best and most creative tactics the DM can devise, and will be strictly obeyed by the other orcs. Although they will never surrender (and orcs with Bloodcap leaders never check morale), Bloodcaps will fight to the death only when their specific mission requires it; otherwise they will often choose to retreat or avoid combat altogether. Even if they retreat, however, they will maintain discipline, using traps or ambushes to slow pursuit and damage their enemies as much as possible.

When Bloodcaps are encountered separately from conventional orcs, either alone (rarely) or in a small group (never more than 8), they will always be pursuing



a specific mission. Such patrols will often be encountered far from home, as Bloodcaps are capable of traveling great distances at speed.

Bloodcap Tactics

To use Bloodcap orcs to best advantage, the DM must play them as the highly trained, tactically superior warriors they are. Here are a few favorite Bloodcap tactics to get you started:

1. The Fake Retreat: a Bloodcap leading a band of conventional orcs shouts out in Common, "Run for it, boys! If we can release the cave trolls in time, they're done for!" The orcs all start running down a passage with the PCs in hot pursuit, anxious to prevent the release of the cave trolls. But there are no cave trolls; instead, there's a spiked pit in the hall, with an orc stationed there to pull the trigger lever as soon as his friends are safely across. As the PCs fall into the pit, the orcs come back and start shooting arrows and throwing poisoned darts. Good clean orcish fun!

2. The Real Retreat: Bloodcaps are nothing if not disciplined. They usually won't fight to the death, but they *will* pour oil on the floor behind them and lob a few torches, or race past a disarmed trap and arm it on the way, or throw some caltrops behind them, or split up and reassemble at a pre-arranged gathering point, or station a few archers as a rear guard to cover the retreat. Or unlock the door to the owlbear's cage on their way past.

3. Nets: Bloodcap orcs like to use nets. They use them in combat, with back-rank orcs hurling nets over the front-rank fighters. They use them in ambushes, with sentinels dropping nets from trapdoors just before his friends attack. They use them in pre-set traps, rushing in to attack as soon as the trap is triggered. They lead enemies into combat beneath pre-set nets. They really, really like nets.

Suggestion for net use: roll to hit as with a weapon, with bonuses if the victim doesn't see it coming. If it's a hit, victim must save vs. Petrification or be immobilized for 1-2 rounds.

4. Disguise: Bloodcap orcs love to disguise themselves and call for help in Common to lead their victims into a carefully prepared ambush (which could well include nets and a fake retreat).

5. Harry and Annoy: Bloodcap orcs are used to being outnumbered and outgunned. That's why they love to pop up, take a few potshots at the enemy, and disappear. Lather, rinse, repeat. Eventually they may wear down the

party enough to risk a full assault. If not, at least they'll annoy them, and that's worth something.

6. The Magic Item: Bloodcaps fight adventurers for a living, and sometimes they win. When they get a good magic item, they're smart enough to figure out how to use it to their advantage.

Saalbund

(SAHL-bunt)

While their leadership and fighting abilities make Bloodcap orcs worthy adversaries, a few are chosen to become something much worse: Saalbund orcs, AKA Soul-Bound orcs. The Saalbunden (soul binding) ritual binds a group of three to six Bloodcap warriors into an unholy brotherhood fanatically dedicated to serving the tribe. During the ritual, the new brotherhood is given a name (e.g. my campaign's five-member Saalbund band is called the Red Hand) and an arcane symbol to represent it, which is branded into the forehead of each member. Once a Saalbund band is created, no new members may join; the band lasts until its last member dies.

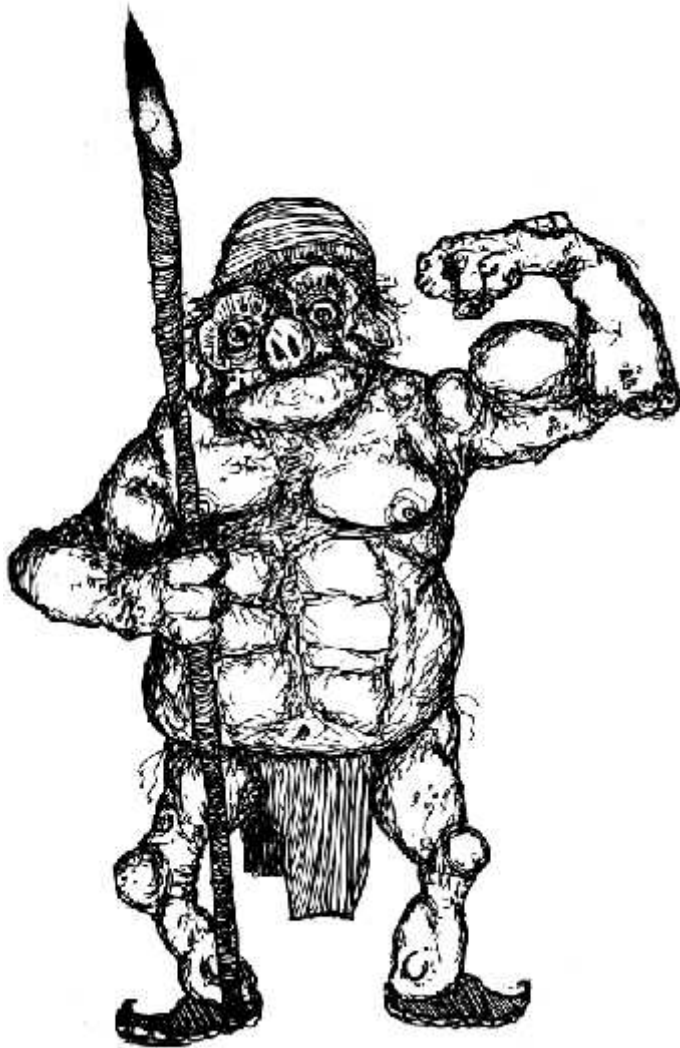
Although no one has discovered exactly how the Saalbunden ritual works, all too many adventurers have discovered the result: killing one Saalbund warrior in a band increases the strength of each survivor. For this reason, adventurers who are familiar with Saalbund orcs often try to avoid or immobilize them instead of fighting. Luckily for their enemies, Saalbund orcs are extremely rare. They are both feared and admired by their fellow orcs, who try to avoid them if possible.

It is not yet known if the Saalbunden ritual is performed by orcish shamans on their own, or if it is only possible with the aid of a more powerful patron. A Saalbunden patron (if such beings exist) would most likely be an evil wizard or cleric, or perhaps an intelligent creature with spell-casting abilities (e.g. a dragon, demon, devil, or lich).

Saalbund Orc (Soul-Bound Orc)

Frequency:	very rare
No. Appearing:	1-6 (see below)
Armor Class:	by armor type
Move:	12"
Hit Dice:	special (see below)
% in Lair:	20%
Treasure Type:	Individuals L
No. of Attacks:	1 (varies by level, as fighter NPC)

Damage/Attack: 1d8, or by weapon type
 Special Attacks: +1 damage per level vs. tribe's specific enemy
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: high
 Alignment: lawful evil
 Size: M
 Level/XP Value:



Like Bloodcaps, Saalbund orcs are fighter NPCs, with modifiers for Strength, Dexterity, and Constitution scores. They attack and save as fighters. They share the Bloodcap +1 damage bonus per level in melee combat vs. the tribe's preferred enemy (e.g. humans, elves, dwarves, etc.), and likewise have the tracking abilities of a ranger one level lower. They are armed as Bloodcap orcs are armed, and always wear the Blaedig-Tok (blood cap). In addition, each Saalbund orc will have the symbol of his band branded on his forehead. Unless a band is on a mission that demands secrecy, their symbol will be prominently displayed on shields, armor, and flags as well.

What makes Saalbund orcs such fearsome foes, however, is the nature of the arcane ritual that forever binds them: whenever a Saalbund orc is killed, every other Saalbund orc in his band instantly gains an additional level as a fighter—including additional hit dice and hit points (with Constitution bonuses), additional "preferred enemy" damage bonuses, additional tracking abilities, improved saving throws, and increased attacks per round where appropriate. These increases in level and abilities are permanent (though they can be lost in the usual ways, e.g. by spell or undead attack).

When first created, a Saalbund band will always have between three and six members who are fighters of level 1, 2, or 3 (all members of a band must begin at the same level). However, a particular band may have gained experience levels before meeting the PCs; a good rule of thumb is to have Saalbund orcs gain one experience level per game year. Likewise, a Saalbund band could have lost some members in combat before meeting the PCs, which would increase the experience level of each surviving member.

For example, assume the Red Hand begins with five level two fighters. The DM rules that before the PCs met the Red Hand, the orcs had been adventuring for one game year, so the Red Hand band is now made up of five level 3 fighters. However, the DM also rules that an important NPC has managed to kill one of the Red Hand orcs before the PCs met them, which immediately bumped each of the survivors up a level. As a result, when the PCs finally meet the Red Hand orcs, they will be facing four level 4 fighters, who will each have a +4 damage bonus vs. humans in melee combat!

Note: unlike regular Bloodcap orcs, Saalbund orcs can advance past level 5, but only through the death of band brothers, and not through experience gained)

Whenever a Saalbund band is encountered, the entire band will be present, and they will be engaged in a specific mission. No one has ever encountered a Saalbund orc more than a quarter mile away from his ritual brothers, and no one knows what would happen to them if separated by force.

Saalbund Orcs and PC Survival

Remember that a Saalbund band is a much tougher foe than a group of conventional orcs, or even Bloodcap orcs. Let's take a look at why that is.

1. Fighting a Saalbund band to the death means the PCs will be facing a *lot* of hit dice. Consider a typical six-member Saalbund band. If the orcs are all level 1 fighters



when combat begins, that's six hit dice. But as soon as one orc is killed, the other five each gain one hit die. Now the PCs are facing five orcs, but *ten* hit dice. Kill one more orc, and the PCs will be facing four orcs but *twelve* total hit dice. After that, the total hit dice will decrease with each orc killed, but in the end, the PCs will have killed one 1 HD monster, one 2 HD monster, one 3 HD monster, one 4 HD monster, one 5 HD monster, and one 6 HD monster. That's a total of 21 hit dice! There's a reason that adventurers who are familiar with Saalbund orcs try to avoid killing them ...

2. Saalbund orcs get tougher as the PCs get weaker. Not only will each orc add hit dice and hit points each time another orc is killed, they will also increase their chance to hit, and will add +1 to their preferred enemy damage bonus. If the PCs kill one orc per round, that means preferred enemy PCs will face the possibility of: six hits at +1 damage; five hits at +2 damage; four hits at +3 damage; three hits at +4 damage; two hits at +5 damage, and one hit at a whopping +6 damage! That's 56 points of damage just from the preferred enemy bonus alone, let alone the rolled damage from each attack.

So, make sure to give players enough clues so they have a good chance of figuring out that it's a bad idea to fight a band of Saalbund orcs to the death. Be careful not to ruin the game by explaining the mechanics directly (i.e. don't tell players that each orc gains a level every time another orc is killed), but make sure they understand that each surviving orc seems to be getting significantly stronger and more energetic as his fellow orcs die.

If the PCs must fight, attacks that can immobilize rather than kill tend to be quite effective. If the players don't figure this out on their own, you may have to subtly direct them toward this idea. However, Saalbund orcs will tend to do everything they can to protect an immobilized companion. No easy kills!

Finally, remember that Saalbund orcs won't want to fight to the death any more than the PCs do. Their goal is to complete their assigned mission. If the PCs don't run away, perhaps the orcs will—for now, at least. Either way, the stage is set for a long-running rivalry.

Campaign Ideas

Bloodcap warriors or Saalbund orcs could be inserted into just about any setting that uses orcs; as the PCs gradually discover more about these new creatures and decide how to respond to them, storylines, subplots, and side quests will naturally develop. But here are a few

specific ideas about how to incorporate Bloodcap warriors and/or Saalbund orcs into a campaign:

1. A Serious Threat: a new type of orc has been operating in the area—and operating very successfully! The PCs are asked to investigate, and the Bloodcaps' superior tactics and trickery soon turn the hunter into the hunted.

2. Vendetta: Bloodcap warriors and Saalbund orcs are not mere monsters; they are intelligent NPCs, and are quite capable of holding grudges. If the PCs get in the way once too often, or if they harm or embarrass an orc's friend or tribe, they will probably be marked for death or capture. Such a vendetta would create the opportunity for a long-running subplot within a campaign. And if the enemy began as a Bloodcap warrior, imagine the PCs' surprise when he shows up later as a member of a newly-created Saalbund band—a band whose first mission is to exterminate the PCs.

3. Race Against Time: the PCs compete with a band of Saalbund orcs to achieve a "ticking clock" goal—rescue a person, retrieve an object, deliver a message, etc. Success will depend on balance; if the PCs focus on fighting and destroying the Saalbund band, they will miss the deadline. If they focus only on the deadline, they will be easy prey for the orcs.

4. An Ounce of Prevention: the PCs discover that the shaman of a local orc tribe (or an evil wizard or cleric) is on the verge of mastering the Saalbunden ritual, and they must prevent him from creating his "super-orcs." Conventional Bloodcap warriors and other orc allies, of course, will resist mightily.

5. Hired Guns: an NPC wizard or cleric wants the PCs to help him discover the secret of the Saalbunden ritual (though he probably won't tell them exactly what knowledge he is after). To do that, they will have to explore the ruins of the tower built by the long-dead wizard who created the ritual—ruins that a local orc shaman and his Bloodcap warriors (and perhaps a Saalbund band or two) are presently using for a base. And if the PCs are successful—well, does that NPC really want to let them survive now that they know he intends to create Saalbund orcs?

6. We Who Are About to Die: the PCs are captured by orcs, and forced to compete with Bloodcap candidates in a series of grueling fights and games. Will they be able to escape? And if they do, will they be able to escape or defeat the Bloodcap warriors or Saalbund bands sent to pursue them?

7. You, Too?: the PCs encounter a group of Bloodcap or Saalbund orcs while exploring a dungeon. The orcs have

their own reasons for being there, which may or may not have anything to do with the PCs' mission. But either way, a wandering band of highly trained orcs will pose complications—will they ambush the PCs? Spy on them? Steal from them? Attack them? Kidnap them? Attempt to trap them inside the dungeon when they leave? Ask for cooperation against a mutual foe (Which may or may not be a ruse)? Let the PCs attack powerful foes, and then sweep in to attack while they are still recovering? Whatever happens, it'll be interesting.

8. Sing My Praises: a renowned Bloodcap warrior decides to kidnap a bard to write songs and poems to honor his accomplishments. If there is a bard character, the PCs will be directly involved. If the bard is an NPC, the PCs may need to prevent his capture, or rescue him, or perhaps even ransom him by paying a price or accomplishing a service. (And the ransom request, of course, could be a trap for the PCs).

9. I Want One of Those: the PCs have a particularly appealing magical weapon, and a group of Bloodcap warriors or a Saalbund orcs want it. They'll use all of their cunning to get it: false messages asking for a meeting at an ambush site, damsel in distress routines, all-out assaults—the pursuit could last a long time.

Conclusion

The silence dragged on. The old warrior sat staring at the red cap until I couldn't stand to wait any longer.

"So what about it, Hodd?" I asked. "What do we do about these Red Hand orcs? How do we fight them?"

The old man shook his head. "Boy, you don't fight them." He stared down at the red leather cap again. "You run—and hope to survive."

I pushed my chair back and stood up. "Run from orcs? That's your advice? I'll never convince the others to run from orcs."

He smiled faintly, shook his head again. "Good luck then, boy," he said. "You'll need it."

About the Author: Tom Pamperin is a freelance writer who has been playing and DMing AD&D since the early 1980s. He writes regularly about boat building and sailing for *WoodenBoat Magazine* and *Small Craft Advisor*. His first book *Jagular Goes Everywhere: (mis)Adventures in a \$300 Sailboat*, will be published in the summer of 2014. Find out more at <http://www.tompamperin.com>

The Melissaether

DM Sir Tomas

This oversized bumblebee-shaped gold brooch is an ideal magic item for low-level characters. It offers a minor form of magic to help them get out of scrapes, but without being overly powerful. It's helpful in adventuring parties made poor in magic where there are no spell casters.

To use the character simply pricks the stinger, and the entire broach begins to hum softly ("buzzing"). The wielder and his maximum encumbrance float upward until the character is 20 feet above ground level. He then hovers in place akin to a *Levitation* spell. If the character holds the melissaether tightly to prevent it buzzing, the effect gradually diminishes and within one round, the user will slowly come down to the ground.

Unfortunately, the melissaether develops a layer of wax as it operates. When entirely covered the user plunges suddenly to the ground, taking damage

appropriate to the height and the conditions of the terrain below. The duration a character stays aloft is 1d4+1 rounds. The item will not function again until the wax layer is removed; a task that can be time consuming (bare hands or a dagger to use for whittling, 4d4 rounds), or faster (boiling water is available, 1d4 rounds).

NOTE! The wording above is important in that my players were able to take advantage of it once. The item levitates until the character is 20-feet above ground-level. That's not the same as saying it makes the character rise only 20 feet. Our party was several fathoms underwater once (30-40 feet probably), and they pricked the melissaether to get them back up. It shot them like a cork not only out of the water, but 20 feet above it! Saved them from drowning and dislodged an enemy trying to drag them under to boot.



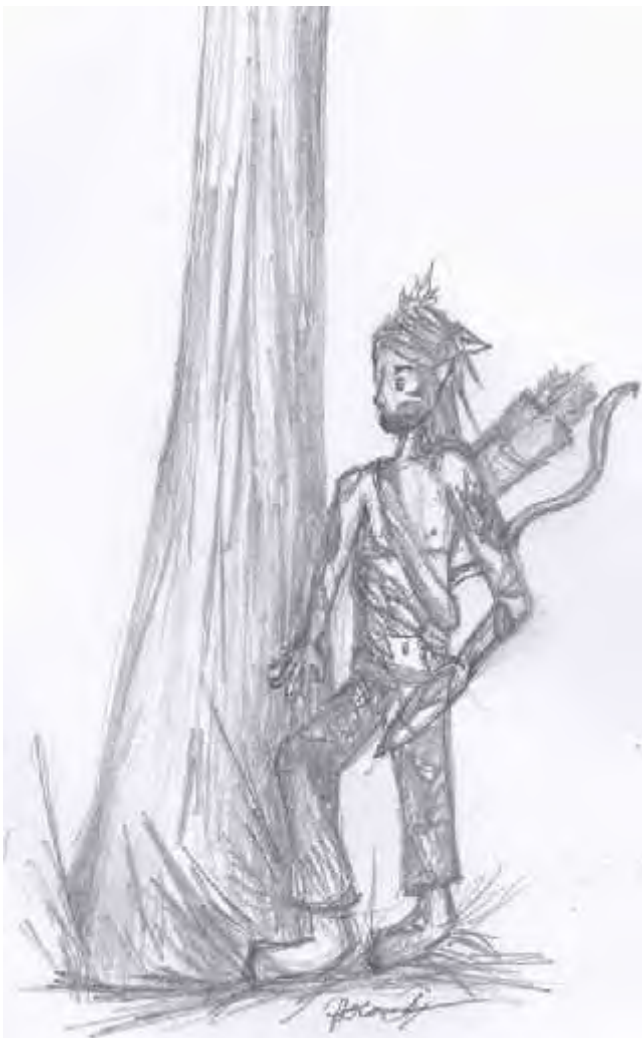
The Ranger Requires a Double Take

by William Doc McDonald

Taking Another Look at the Ranger Class

This article takes another look at the Ranger class, a version without spell ability. The ranger's ability to cast spells is so delayed that it is no real advantage to the class for most campaigns. Instead, new skills are added at more appropriate levels to reflect the ranger's continued increase in awareness and ties to the natural world. The ranger's combat and stealth abilities are expanded in this article, some based in fact, others based in myth and legend.

Editor Note: This class is a hybrid of AD&D and 2nd Edition AD&D, although it can be easily used in either game system. Referenced materials indicate which edition they are for.



Ranger

The ranger is a sub class of fighter that excels at woodcraft, tracking, scouting, infiltration, and spying.

Rangers live not only by their swords, but also their wits. Rangers are hunting guides, wilderness experts, mountain men, intelligence specialists, advance guard, and silent stalkers. They protect nature and those people who make the wilderness their home from the evil denizens who would cause harm to the land and the people. Rangers are most often humans, but may be elves or half-elves. Rangers are always non-evil; as such they vary widely between good and neutral, lawful and chaotic. It is in the ranger's heart to do good, but not always by the rules.

The ranger must have scores not less than 13 in Strength, 14 in Constitution, 13 in Dexterity, and 14 in Wisdom. A ranger who has Strength, Dexterity, and Wisdom scores of 16 or more gains a 10% bonus to the experience points he earns.

Ranger Experience Table

Level	Ranger	HD (d8)
1	0 – 2,250	2
2	2,251 – 4,500	3
3	4,501 – 9,000	4
4	9,001 – 20,000	5
5	20,001 – 40,000	6
6	40,001 – 90,000	7
7	90,001 – 150,000	8
8	150,001 – 300,000	9
9	300,001 – 600,000	10
10	600,001 – 900,000	11
11	900,001 – 1,200,000	11+2
12	1,200,001 – 1,500,000	11+4

Rangers require 300,000 experience points per level for each level beyond the 12th, and gain 2 hit points per level for each level beyond the 10th.

The ranger, through his solitary wanderings, develops a level of alertness allowing him to be surprised only 10% of the time while awake, and have only a 50% chance of being surprised while sleeping. The Dungeon Master can modify these chances based on what lengths the pursuers take to mask their noise level. Magic would negate this skill. Thieves and others trained in stealth could bestow a penalty equal to their move silently scores.

Tracking is principally used in outdoor situations, although conditions underground may enable a ranger to track a creature. The ranger must have observed the creature to be tracked within 30 minutes of the commencement of tracking, or have obvious signs of the creature available, and the ranger must begin tracking at a place where the creature was observed.

Description	Modifier
Outdoor Terrain modifiers:	
Soft enough to hold impressions of the creature being tracked	+20%
Allows occasional marks or obvious signs of passage	+10%
Allows only infrequent signs of passage due to rock, water, wind, other creatures, etc.	±0%
Prevents all but the minutest traces of passage	-50%
Other Outdoor modifiers:	
For each creature being tracked beyond the first in the group being tracked	+02%
For every 12 hours elapsed since the trail was made	-05%
For every hour of precipitation that has fallen on the trail	-25%
Indoor Tracking: Base chance is the same as for outdoor tracking.	?
Indoor Surface or Condition modifiers:	
Dirt floor, or unused, dusty area	+20%
Wooden floor, or area which allows some occasional indication of passage	±0%
Stone floor which prevents all but the minutest traces of passage	-50%
Other Indoor modifiers:	
For each creature being tracked beyond the first in the group being tracked	+02%
For passing over an area where other creatures cross or over track trail	-50%

Note: If the terrain modifier was already of the -50% category, then tracking is impossible.

Outdoor Tracking: The base chance to successfully track outdoors is 20% at first level, plus an additional 10%/level. The base can rise as high as 110%, but never exceed that figure. Note that even in such a case, the adjusted chance can drop below 100% when negative modifiers are taken into account. An adjusted chance of greater than 100% is treated as 100%; that is the trail can be followed for as long as the current conditions apply. The ranger must move at half his normal speed.

If intelligent efforts are made to hide the trail, consider the terrain to be of the next lower category. If the terrain modifier was already of the -50% category, then tracking is impossible.

The ranger can hide his own trail with the same base percentage chance as he does tracking others. The ranger reduces his current move rate by half while bestowing a terrain penalty equal to the next lower category to his pursuers. The ranger discontinues hiding his trail when he resumes full movement. Areas covered in mud or other materials that prevent trails from being hidden impose a -50% penalty allowing for almost flawless tracking. It is possible to cover ones tracks in light snow, sand, or loose dirt and gravel. Heavy dense and deep material such as mud and deep snow makes it almost impossible to hide tracks.

Special note: Tracking indoors is impossible if the ranger has never observed some distinguishing characteristic about the tracks of the creature to be tracked, or if the ranger does not observe the quarry making the trail and then follow the tracks within a reasonable amount of time thereafter. In all cases, the DM must use common sense as to whether or not it will be possible to follow a creature by tracking. For instance, creatures that leave obvious trails can almost always be tracked; conversely, creatures that do not normally leave any sign of passage are almost impossible to track. However, since tracking is a combination of visual, audio, and olfactory abilities, tracking might be sometimes possible by unusual means.

Light conditions, indoors or outdoors: All tracking is assumed to be done under conditions of good illumination -- daylight or the equivalent (i.e. *Continual Light* spell). The movement rate of a ranger while tracking is slowed, even under optimum conditions; in poor conditions, the ranger's movement rate may be reduced drastically.



Movement While Tracking

Situation	Movement
Obvious tracks, good illumination	3/4 normal
Obvious tracks, poor illumination	2/3 normal
Occasional tracks, good illumination	2.3 normal
Occasional tracks, poor illumination	1/2 normal
Faint tracks, good illumination	1/2 normal
Faint tracks, poor illumination	1/4 normal

Identification of tracks: Identification of tracks can only occur if the attempt to track is successful. The chance for successful identification is the same as for tracking. Identification abilities are cumulative. The following table indicates the ranger's ability to identify various types of creatures, an ability which improves with level.

Ranger Level Ability to Identify

Level	Ability
1	Common woodland creatures' tracks and direction of travel
2	Common woodland creatures' number and pace
3	Common woodland creatures time of passage
4	As 3rd level; uncommon woodland creatures
5	As 3rd level; rare woodland creatures
6	As 3rd level; very rare woodland creatures
7	As 3rd level; all sorts of creatures
8	As 7th level, plus the ability to determine general size and weight of humans
9	As 8th level, plus the ability to determine size and number of mounted creatures
10	As 9th level, pertaining to all creatures ever observed

Woodcraft allows the ranger the following skills: The ranger chooses a free survival proficiency in one terrain and climate at first level without the expenditure of non-weapon proficiency slots. [Editor Note: Reference Non-Weapon Proficiencies in the AD&D 2nd Edition Players Handbook, page 54]

Climate	Terrain
Cold	Mountains
Heat	Plains
Temperate	Forest
Tropical	Jungle

Survival gives the ranger knowledge of finding and making shelter, weather sense and exposure, food gathering, hunting, fishing, fire building, and direction sense. The ranger has knowledge of treating local ailments, illnesses, local herbs and remedies akin to first aid and equal to one slot in both healing and herbalism. The ranger cannot get lost in his primary terrain. The ranger and his companions move one category faster than the terrain allows as a result of his knowledge of terrain and trails. The ranger is familiar with the local habitat. The ranger is proficient in primitive weapon and leather clothing production, see the Dungeon Master for local rules. Players and Dungeon Masters can reference AD&D Second Edition The Barbarian, Fighter, and Ranger Handbooks for ideas. Finally, the ranger is familiar with the cultures found in his primary terrain akin to the local history non-weapon proficiency.

Rangers become adept with both trained and untamed creatures, having a limited degree of animal empathy. If a ranger carefully approaches or tends any natural animal, he can try to modify the animal's reactions. (A natural animal is one that can be found in the real world - a bear, snake, zebra, etc.) When dealing with domestic or non-hostile animals, a ranger can approach the animal and befriend it automatically.

When dealing with a wild animal or an animal trained to attack, the ranger must roll a saving throw vs. Rod to gain the animal's trust. If the ranger fails the saving throw, its reaction can be shifted one category opposite of what the ranger intended, making it more hostile. Of course, the ranger must be at the front of the party and must approach the creature fearlessly.

The ranger is an accomplished hunter, gaining his reaction adjustment as a damage bonus when he chooses to make one shot per round. The ranger gains a free attack before initiative if his bow is knocked and ready. A ranger who catches an opponent by surprise (as per the thief, and adjudicated by the DM) inflicts double damage for the initial surprise attack with melee weapons but not receive the +4 to hit bonus as a thief.

To complete his tasks of infiltrator and spy, the ranger uses certain thief-like abilities. The base percentage for each skill is listed below. This base percentage must be adjusted for the race and dexterity of the ranger as given in the *AD&D Players Handbook* Thief description. After all adjustments are made, the player may distribute 25 additional percentage points to the various special abilities. Thereafter, each time the character advances a level, he receives an additional 15 points to distribute although no more than 10 points may be applied to one

skill. Ranger abilities are subject to modifiers for situation.

Ranger Skill Base Scores

Ranger Ability	Base Score
Move Silently	20%
Climb Cliffs/Trees	40%
Detect Ambush	20%
Detect Snares/Pits	20%
Camouflage	25%

Move Silently allows a ranger to move without making noise similar to a thief.

Climb Cliffs and Trees allow a ranger to climb similar to a thief when in natural environments. In urban environments the ability score may be reduced by as much as half when attempting to climb walls and other smooth surfaces.

Detect Ambush allows a ranger to choose the best spot for ambush upon enemies, or to protect his group from ambush while in camp. The ranger rolls his percent and if successful, the ranger finds a spot where his group cannot be ambushed, i.e. surprised. If the roll fails by more than 25% the ranger will know he cannot find a safe spot, else he will believe he has.

Detect Snares and Pits allow a ranger to detect wilderness traps. The ranger must be actively looking for traps in order to find them; merely passing by a trap will not allow a ranger to detect or bypass it similar to a thief finding traps.

The ranger can also set traps to compliment his hunting skills, using this score as a measure of success.. The ranger can build snares and traps as per Gary Gygax's Hunter class (© 1988 Trige Enterprises Corporation). These constructions will catch game or enemies. The hunter can construct any of the following in the times shown below and with the noted effects on any victim:

- Snare: 30 minutes; save vs. Death or victim killed.
- Deadfall: 1 hour; 4d6 damage.
- Heavy Deadfall: 2 hours; save vs. Death or victim killed; 6d6 damage if save made.
- Pit Trap: 4 hours; save vs. Death to avoid unconsciousness for 1 hour, 1d6 damage + 1d6/stake placed, up to 10, with d10 roll by victim to determine how many stakes are effective; no

escape, or at least 1 minute required to get out of pit (Dungeon Master determination).

- Spring Trap: 15 minutes; 4d4 damage; successful 'to hit' roll must be made by trap against victim's armor class to inflict damage, but no dexterity bonuses allowed (because the trap is a surprise).

Camouflage allows a ranger to hide himself, companions, and items in shadows or plain sight by use of materials found in the local environment. Rangers can camouflage entrances to hiding places. Success means the camouflage renders all affected invisible. Creatures seeing only in black and white bestow a -50% penalty due to their color blindness. Animals or creatures having enhanced sense of smell bestow a -75% penalty unless steps are taken to mask scent. If the animal or creature fails to see through the camouflage, it can still smell the ranger and is aware of a presence but does not know the ranger's exact location. The animal can eventually locate him changing position in relation to the wind direction. The ranger can himself hide in natural surroundings similar to a thief hiding in shadows.

The ranger receives further adjustments according to his dexterity and armor; see the thief description in the *AD&D Players Handbook* for information. Some characters may find that, after adjustments, they have negative scores. In this case, the character must spend points raising his skill percentage to at least 1% before he can use the skill.

Rangers are self-taught exterminators of humanoid "giant class" creatures. When fighting humanoid type creatures of the "giant class", rangers add 1 hit point for each level of experience they have attained to the points of damage scored when they hit in melee combat. An expanded list of giant class creatures includes: Bugbear, grimlock, ogrillon, cyclopskin, half-ogre, orc, dune stalker, half-orc, orog, ettin, hobgoblin, quaggoth, flind, kobold, tasloi, giant, meazel, troll, gibberling, norker, xuart, gnoll, and ogre. [Author note: Credit is given to my friend Bryan Manahan for compiling the list from several sources.]

Many legends abound about rangers wrestling big animals. At 4th level, the ranger can execute a bear hug with an unarmed attack roll of 18 – 20 on the die. The ranger causes the opponent to become unconscious for 1d6 rounds if he rolls a natural 20 on the attack roll. The opponent can attempt to break the hold as per wrestling rules in the [2nd Edition] *Skills and Powers Combat and Tactics Book*. The ranger has +2 to his strength score for the purposes of holding and breaking a hold. The ranger confers 1d4 + strength bonus damage per round as long as the hold is successful. The ranger inflicts lethal



damage per round as a result of restricting air flow and the probability of breaking bones. The ranger's bear hug is only executable on opponents that are similar in size to the ranger.

In addition the ranger has other abilities gained with level:

- At 3rd level, the ranger can create a salve or tea that affects the intended as a *Cure Light Wounds* spell. See the *Second Edition Player's Handbook* for rules under healing and herbalism. The ranger is that familiar with healing and herbalism their expertise rivals a 1st level cleric or druid. The ranger creates a potion or salve once per week and keeps potency for one day per experience level of the ranger. The ranger cannot do anything else during this time except create the concoction. One full treatment must be applied to one patient, otherwise no benefits are received. Application time is one day. The ranger must do nothing else but administer the treatment to the patient and the patient can only rest during this time. The patient can resume normal functioning after treatment is completed. The amount of hit points restored increases with the ranger's level as if he were a druid of equal level.
- At 5th level, the ranger can create a *salve* or tea that affects the intended as a *Slow Poison* spell. The ranger creates one treatment per week. See rules for the cure light wounds concoction above for prep and administration times. The concoction slows the poison for a duration as if the ranger were a druid of equal level. He also gains a +2 on saves vs. charm and illusion spells from woodland creatures. As the ranger increases in experience, he increases in awareness of his surroundings. The ranger can *Detect Invisibility* once per day with a duration as a caster of equal level, due to his personal training and experience in awareness of surroundings
- At 8th level, the ranger can move as if affected by a *Pass Without Trace* spell. A ranger moves totally silently at full movement rate while under this effect. The ranger may attempt this once per day with the duration as a druid of equal level.
- At 9th level, the ranger can *Detect Charm* from woodland creatures once per day with a duration as a caster of equal level.

There are legends of spell casting rangers. These rangers receive magical training from elves or other creatures for

service short of giving their life. Other rangers reach such a balance in neutrality that nature itself embraces the ranger and grants him druidic spell casting abilities. A human ranger may dual class as a magic-user or druid while demi-humans should multi-class according to the rules in the *Second Edition Player's Handbook*.

Rangers can build castles, forts, or strongholds, but do not gain any special followers by doing so. Furthermore, rangers tend to be loners, men constantly on the move. They cannot have henchmen, hirelings, mercenaries, or even servants until they reach 8th level. At 10th level, a ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. The DM can randomly assign or choose specific followers. These followers arrive over the course of several months. Often they are encountered during the ranger's adventures (allowing you and your DM a chance to role-play the initial meeting). While the followers are automatically loyal and friendly toward the ranger, their future behavior depends on the ranger's treatment of them.

In all cases, the ranger does not gain any special method of communicating with his followers. He must either have some way of speaking to them or they simply mutely accompany him on his journeys. Of course, the ranger is not obligated to take on followers. If he prefers to remain independent, he can release his followers at any time. They reluctantly depart, but stand ready to answer any call for aid he might put out at a later time.

Like the paladin, the ranger has a code of behavior.

- Any change to evil alignment strips the character of his ranger status. Thereafter he is considered a fighter of the same level with 8 sided hit dice ever after and can never regain ranger status. If the ranger involuntarily has his alignment change to evil (perhaps in a situation of no choice as in controlled by magic), he cannot earn any more experience points until he has cleansed himself of that evil. This can be accomplished by correcting the wrongs he committed, avenging himself on the person who forced him to commit the act, or releasing those oppressed by evil. The ranger instinctively knows what things he must do to regain his status (i.e., the DM creates a special adventure for the character).
- While they can have any monetary amount of treasure, they cannot have more treasure than they can carry. Excess treasure must either be converted to a portable form or donated to a worthy institution (an NPC group, not a player character).

The Extended Family of Sphinxes

by David A. Hill

Giving monsters a common purpose for uncommon potential

As a DM of over thirty years, running custom campaigns in my own setting, my first mantra has come to be, "More fun - less work." To this end, I prefer to take what is available and make it my own. In practice, what does this mean, and what does it have to do with sphinxes?

Regardless of how many books or supplements a DM may have in a given arsenal, odds are that players will be able to extrapolate and quote enough stats and data to render any given encounter somewhat less than a thrilling surprise or nail-biting challenge.

What are the alternatives? Create everything from scratch? That goes against the First Mantra of the DM (see above). Throw bigger and bigger challenges at the hapless heroes? Not all of us want to fight such a war of attrition until the bitter end.

While my gaming shelf groans beneath the weight of many heavy tomes, I delight in making the most of as little as possible. Plus, the idea of getting the most value for my hard-won gold carries an even greater appeal. Besides, my players have come to expect the cutting edge in creativity and composition from their modest DM. What shall I give them this time around? Sphinxes!

Uniting the Family

A quick perusal of the three central bestiaries of the AD&D game - the *Monster Manual* (MM), *Monster Manual II* (MMII), and *Fiend Folio* (FF) -- will yield a goodly number of sphinxes and sphinx-like beasts. Notably, just about every single one can be found in the good old *Monster Manual*. Why sphinxes? Well, for myself, I enjoy pitting the players against a monster type that is both scalable and unusual. Are there sphinxes in modules and adventures? Certainly. Are they ever encountered in a capacity other than a riddling guardian? Not that I can recall just now, but...maybe.

As mentioned above, the trusty *Monster Manual* gives us a close-knit family of sphinxes, ranging in hit dice from 8 for the classic gynosphinx of Greek myth to 12 for the intimidating Egyptian-inspired androsphinx. The illustrations and descriptions of other monsters suggest

possible relationships with the lamia, lammasu, manticore, and (less neatly) the shedu. Except for the shedu, all of these creatures favor warm climates and resemble each other in their features of lion (partially so for the lamia) and human. All are winged, except for the lamia. This makes the lamia the lowest of the sphinxes.

"But the lamia has a high intelligence and magical abilities!" some may argue. That is true, but among the sphinxes of my own setting, the power of flight is one trait that elevates them (quite literally) above so many other species.

We are creating relationships and those little details that players like mine seem to love so much. If we call the lamia a sphinx, we must ask why it is the only member of the family without wings (more on this later). In my own campaign setting, the extended family of sphinxes is structured like this:

Lamia: Degenerate gynosphinx - because lamias are described as having the upper body of a human female. Note in the illustrations that the gynosphinx is the only true sphinx with a humanoid torso.

Manticore: Degenerate androsphinx. Though it is not made definitive, the illustration for the manticore shows a male head. Note that the manticore and the androsphinx have only a human head - not a human torso. And, though the manticore is presented with bat-like wings, there is no reason your manticore cannot sport dark feathered wings instead.

Lammasu: Elevated androsphinx. The *MM* gives us a noble and somewhat advanced type of sphinx. Okay, maybe not so advanced, but the *MMII* takes care of that with the Greater Lammasu. But wait - there's no elevated gynosphinx! Not in the books, but the same myths that give us the lammasu also mention the apsasu - a female version of the creature. Shouldn't be too hard to come up with stats for that, right? Assuming they are needed at all.

Shedu: Sheddu? But, that's a man-headed bull thing. Sphinxes are lion-bodied, human-headed creatures. Well, as the greatest of the sphinxes, the shedu can (and should) be a little different. It adds to the mystery. And,



always accommodating, the *MMII* provides the Greater Shedu for a higher level challenge.

The savvy reader might notice that we get nothing to contribute from the *FF*. Don't despair - I give you the Li Lung (Earth Dragon) as the final member of our twisted little family of beast-human hybrids, and a taste of the Far East.



Everyone In Their Place

In fact, many cultures offer their own sphinx-like creatures for inspiration as encounters in the *D&D* game, not just Greece, Egypt, and the Middle East. Asia, for example, boasts a number of similar creatures that serve to guard and vex in much the same way as their Western counterparts. And, speaking of Western, don't forget the revival sphinxes of Europe found as early as the 16th century and extending well into the 19th century. These would represent more culturally sophisticated and Romantic creatures. But, those are set aside for another time. The scope of this article will cover the aforementioned sphinxes and sphinx-like monsters listed in the three *AD&D* hardcover bestiaries, and offer a couple of new sphinxes for consideration.

The lamia and mantichore: Essentially, the degenerate versions of the gynosphinx and androsphinx, respectively.

The lamia can be presented with the lower body of a lion (specified only as "that of a beast" in the *MM*) and the upper body of a human female. She has no wings (unless you choose to give her wings - that would be fine) and this makes her something of a pitiable outcast. The lamia's touch drains wisdom - and here is where we get our back-story. Where the gynosphinx is touted as "knowledgeable and wise," the lamia is of lower intelligence and drains wisdom by touch. The lamia somehow lost much of her wisdom and must steal it from others. If she takes enough wisdom from her victims, does she somehow regain her gynosphinx status - wings and all? The spell-like abilities of a gynosphinx are all about acquiring information while those of a lamia focus on deception. Did the lamia corrupt her purpose? Did she falsify the answer to her riddle? Did she fail in her task as guardian?

The poor mantichore is a sorry shadow of the bold and powerful androsphinx, fallen much farther from his loftier origins. He must have done something truly despicable to earn his place. No intellect to speak of. No magical ability. Not even a mighty roar (though the mythical mantichore is known for his forceful voice - I could see clear to giving him one andro-roar per day). Just tail spikes and a craving for sentient meat. The mantichore is a monster of unspeakable appetite - his very name is "man-eater." The mantichore was an androsphinx that fed upon his own kind and was somehow cursed as punishment. Forbidden to do so again, he limits himself to "lesser" prey.

The lammasu is seen as a more noble androsphinx, but is actually somewhat weaker as a foe. Why? Because the lammasu is an androsphinx on his way to a loftier position as a greater lammasu and must learn humility along the way. Not as physically intimidating as the androsphinx, the lammasu is wiser and of a "holier" mien. Even more of an androsphinx cleric, after a fashion. Standard sphinxes are symbols of wisdom, knowledge, and the keepers of great mysteries. This leads them (at least in my setting) to explore the secrets of the multiverse and seek ascension beyond their mundane station. Sphinxes believe that they are destined for true greatness. The lammasu (male and female) is the first step along that celestial road. The greater lammasu is the culmination of that journey.

The shedu is not a sphinx. Well, not part of the family of sphinxes from the material plane. In my setting, psionic

abilities are often a sign of otherworldly origins - either alien or other-planar. The shedu is the only "sphinx" that can travel the planes at will and perform psionic feats. The shedu is an ideal. Not something to which a true sphinx may aspire, but a source of even greater wisdom and inspiration. Almost a deity, but possibly more like a saint. Maybe shedu were once sphinxes, but transcended after death. Perhaps they are celestial messengers of a true sphinx deity. Whatever the truth may be, shedu identify with the race of sphinxes and seek to guide them to greater awareness and glory.

And, the li lung? Since they essentially resemble gigantic androsphinxes, I re-imagine them as lammasu that fell from grace, bloated with hubris and somewhat less than even their sphinx-ish origins. Big and brash, but without the wisdom and clerical ability of either previous incarnation. Also, the only sphinx known to regularly assume human form. This leads me to envision the li lung as a creature more enamored with mortal society than with celestial glory. Of a size that reflects their inflated self-importance. In this version, I do not associate them with the rest of the oriental dragons.

All of the creatures listed under the extended family of sphinxes share the sphinx language and the common tongue, in addition to other languages given in their individual description. DMs are encouraged to add their own traits that associate members of this group more closely, such as those mentioned above. There is no reason why a manticores couldn't have feathered wings or a single androsphinx (fear-based) roar per day. A lamia could press adventurers with riddles just as a gynosphinx, or even retain their wings.

The criosphinx and hieracosphinx receive poor treatment in this article as the only sphinxes without human features. They also possess no magical abilities. The hieracosphinx is little more than an intelligent and slightly stronger griffon, while the criosphinx is something of a failed chimera. In the hierarchy of sphinxes in my own setting, these pitiful beasts receive little more than scorn from the rest, when they are acknowledged at all. Other sphinxes refuse to admit any relation to these twisted creatures, partially out of fear that they may end up in such a degenerate state somehow. For, as the original riddle of the sphinx visits different stages of life for humankind, so do the sphinxes see themselves on a path from one stage of evolution to another. In the end, the criosphinx and hieracosphinx serve as little more than harsh reminders of how far they have to fall.

This alternate treatment of sphinxes concludes with the apsasu (female lammasu) and the enigmatic (also female)

umbrasphinx. The apsasu is not much different from her male counterpart and is presented only as a set of suggested changes applicable to the original lammasu entry. Use the lammasu stat block, except where noted below.

Apsasu

Frequency:	Very rare
No. Appearing:	1d2
Armor Class:	4
Move:	12"/18"
Hit Dice:	9
% in Lair:	65%
Treasure Type:	R, S, T
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	30%
Intelligence:	Genius
Alignment:	Lawful good
Size:	L
Level/XP Value:	1,300 + 12/hp

The apsasu, or female lammasu, are primarily guardians and teachers. Like the lammasu, they possess the ability to become invisible and/or dimension door at will. Also, they radiate a double-strength protection from evil in a 10' radius (-2 to evil attacks and +2 to saves vs. evil attacks). Apsasu also have the clerical spell abilities of the lammasu, able to cast up to 4th level spells at a 6th level of proficiency (4 of 1st level, 3 of 2nd level, 2 of 3rd level, and 1 of 4th level), with cure wounds spells cast at double effect (4-14 and 8-28). They also share the potential (10%) of the lammasu to intone a holy word. Apart from the lammasu, apsasu can see invisible objects normally. Also, their sensitive ears keep them from being surprised. Every apsasu wears an attractive golden circlet that protects from all forms of mental attack or intrusion. This circlet ceases to function when removed from the apsasu, but retains an intrinsic value of 2,000 gp.. Apsasu have been known to give these circlets away (sometimes with the magic intact) to those deemed truly worthy, as a reward for valuable knowledge or acts of great good.

Sphinx, Umbra

Frequency:	Very rare
No. Appearing:	1
Armor Class:	2
Move:	15"/24"
Hit Dice:	11



% in Lair: 25%
Treasure Type: W, X
No. of Attacks: 2
Damage/Attack: 2d4/2d4
Special Attacks: See below
Special Defenses: -2 on opponent's attack dice
Magic Resistance: Standard, with +2 on die
Intelligence: Exceptional
Alignment: Neutral evil
Size: L
Level/XP Value: VII / 2,600 + 16/hp

This may be a sinister-looking, six-legged, black gynosphinx, but that explanation fails to satisfy most scholars. Less wise than the gynosphinx, these elusive creatures hate most other life but may accept bribes of gems, jewelry, and magic. And, while prizing riddles, an umbrasphinx is not above changing an answer to suit its own cruel whims. As the displacer beast it resembles, the umbrasphinx always appears to be 3' from its true position, giving a -2 to opponents' attack rolls and +2 to its own saves. It lacks the tentacles of the displacer beast, attacking with foreclaws in combat. An umbrasphinx can use the following spells once per day: *reduce normal fires*, *protection from good*, *darkness 15' radius*, *ray of enfeeblement*, *phantasmal force*, *dimension door*. They can intone a *power word, blind* once per week. Umbrasphinxes speak all the

languages of sphinxes and the common tongue. They may see in all forms of darkness, even the magical variety.



Morning Star of Retribution

A **Morning Star of Retribution** is a magical weapon +2 in the hands of a non-cleric. For clerics, the weapon has an additional power. If a being is killed in the presence of the cleric and they can get to the victim within 1 turn of their death, they may strike the deceased with the morning star (no to hit required). The creature that dealt the death blow to the being in question must save versus death magic. If successful they suffer 1d10 hp damage. If they fail they immediately take damage equal to the full HP of the deceased.

If this is enough to kill them, they die instantly and the recently deceased is brought back to life at 1/2 of their full HP. If the damage is not enough to kill them the deceased instantly ignites into a fiery ball and is reduced to ashes.

GP value 18,000; XP value 3,000

by Ian Slater

Periapt of Curses

A **Periapt of Curses** is a much reviled item. A cleric wearing the periapt can force any magical item within a 1" radius to make a save versus disintegration or become cursed.

This means one of two things. For items with known cursed versions the item transforms to that cursed version, e.g. a **Bowl Commanding Water Elementals** becomes a **Bowl of Watery Death**. For those without a cursed version that have a magical bonus that bonus reverses, e.g. a **Sword +4** becomes a **Sword-4**.

Those items that have a magical power the power will impact the wielder rather than the intended target. This change is permanent. Once the periapt has cursed an item in this way it crumbles to dust.

GP value 15,000; XP value 3,000

by Ian Slater

Creature Feature I: Ecology of the Ogre Mage

by Bryan Fazekas

A new take on an old monster



Jake was sweating hard, salt stinging his eyes as he practiced. He knew better than to complain as he knew what his grandfather would say: "Does an enemy care if your eyes sting? Fight or die!"

Even in his 80's the old man was tough, at least on the training grounds. Elsewhere he was a kind man, but on the training ground he was a tyrant.

Practice started with a double-weight wooden sword, sparring with both Trajan and David, Jake's best friend. Sometimes Trajan brought in others for sparring, giving both young men wider experience in terms of styles and weapons they might face. David favored the long sword and shield while Jake loved his grandfather's weapon, a hand-and-a-half bastard sword.

Trajan signaled for them to stop. "I have presents for you." He motioned to Bisonbit, who must have arrived a short while before.

Walking over to a long bundle he had brought with him today, he unfolded the bundle to display two swords in ornate sheaths. The sheaths were breath taking, fine leather filigreed with platinum, dotted with red and black gem stones. In contrast the pommels were plain excepting a silver ball at the end of each. He presented the bastard sword to his grandson, and the long sword to the other young man he thought of as a grandson. From a

smaller parcel he withdrew a similarly configured dagger, which he handed to the young cleric.

"Go ahead, look at them" he commanded.

Each young man drew his respective weapon from its sheath, the "ahhs" singing in harmony. The weapons were of exceptionally fine manufacture, different from anything either had previously seen. Fancy scroll work was etched into each blade, an alien pattern they had not seen before.

"Who made these?" David asked.

"These were presented to Etjar, Marissa, and me by a clan of ogre magi. We saved one of their people from giants and we received these swords as a token of their thanks."

All three's eyes opened wide. The goblinoids – from kobolds to giants – were generally the enemies of humans. While the ogre magi were not numerous nor frequently encountered, they had a fierce reputation due to their magical abilities as much as their combat abilities. The idea of saving one from anything was as beyond comprehension as being rewarded for it.

Jake gulped, "You never told us about this!"

The old man laughed. "There are a lot of stories I never told you." Shrugging his shoulders he continued, "but I will tell you this one now."



Trajan, Etjar, Marissa, and Adelf had met a pair of dwarves, twin brothers, who were seeking the ruined tower of a mad wizard. Things went fine until they ran into a small army, mostly hobgoblins with a leavening of ogres, led by frost giants. Whatever they were doing and where ever they were going, the army wanted no witnesses so they detailed a detachment to remove witnesses. An hours long chase began.

Adelf stopped abruptly, holding his left hand up at shoulder level, signaling to the others. He pointed down. Something big had shambled down the ridge, dragging feet and making it impossible to tell what it was, other than "big".

A half mile farther on they found what looked like an ogre, but bigger. Ogres topped seven feet tall – this one was over nine feet, stretched out on the leaves. He wore unfamiliar but well-crafted wooden armor, carried a well-crafted, steel tipped spear, and his face lacked the stupid brutishness that characterized every ogre Trajan had ever seen. He was unconscious and had a variety of wounds, all of which were closed and not bleeding, although there was fresh blood on his armor and skin.

Marissa spoke. "I think it's an ogre mage. They're a type of ogre with magical abilities. Much smarter. Much more dangerous."

"He's definitely bigger. His wounds are partially healed, but he's covered in fresh blood. Can't be his."

"Kill him?" a dwarf asked, hefting his axe.

The ogre mage groaned and rolled onto his side. Weapons raised to strike him down. Trajan stepped between the dwarves and the downed creature, sword ready but blocking them. "Let's not be hasty. He's not hurting anyone right now and those ragged wounds look like the scars left by ogre spears."

"Why do you spare me?" asked a voice like rocks rolling down a mountain. The ogre mage had opened his pain-filled eyes.

"Right now I've got enough enemies after me. Looks like you have the same ones, so we might have something to talk about."

"I did not know humans have a sense of humor." His pain-filled chuckle was like rocks grating together. Trajan had no idea what was funny about what he said, but if it got the conversation going, so be it. "You flee the frost giant army?"

"Yah. Well, hobgoblins and ogres they set after us."

"The giants move against a human community. They want no foreshadowing of the attack. It makes much sense that they kill you."

Trajan was well read, but he was guessing the ogre mage to be better read, speaking clearly with a large vocabulary in what for him is a foreign tongue. "Why did they try to kill you?"

"I chose not to ally with them." He paused a moment before continuing. "Frost giants are not known for sufferance, nor politely accepting no as an answer." He chuckled again.

Leaving his spear on the ground the ogre mage slowly stood up. He towered over Etjar, Trajan, and Adelf who all stood over six feet tall. Marissa was just over five feet tall and the dwarves just under, so he nearly doubled their height. Trajan guessed he weighed at least 600 pounds. "*This could be an ugly fight,*" he thought.

Trajan realized the wounds looked better than they had. Marissa realized it at the same time and spoke for the first time, "You regenerate?"

Trajan and Etjar both looked perplexed. "Regen -what?"

"Magical rapid healing ability. That blood is mostly his, but his wounds heal very rapidly."

"I must eat." His hands slowly moved toward a bag that had been slung over his shoulder. All weapons raised to attack position.

"No, let him eat," Marissa explained to the others.

"Magical healing such as his uses the body's resources. That's why he was asleep, his body needed the rest to heal quickly."

The ogre mage slowly withdrew a block wrapped in leaves. Unwrapping it revealed a white-ish, semi-translucent block that weighed probably 5 pounds. He bit a chunk off the end, quickly chewed and swallowed, and in another few bites consumed the remainder. "Thank you for your kindness." He rolled the leaves up and put them back in his bag. "How shall we proceed? Do we talk or do we fight?"

"You want fight?" one of the dwarves asked belligerently.

"No. But relations between our peoples are rarely cordial. I have some hope that this situation will not devolve into fighting between us." His gravelly chuckled sounded again. "We have enough enemies that we do not need each other to satisfy urges."

Marissa spoke again, "We do. Unless the group chasing you is the same as the one chasing us, we just doubled our list of enemies."

"True. But if we work together we can crush one group before they combine, and then the other." He held a hand in front of his throat. "Truce and alliance?"

Marissa took charge. Both Trajan and Etjar realized she was a lot smarter than either of them, and the demi-humans didn't interfere. "On what terms?"

"Mutual defense, none allows harm to come to others by action or inaction. The alliance will initially hold for one day and we will agree to not fight, harass, track, or betray each other for one day following the end of the truce. The agreement is renewable on the agreement of both parties."

The babble of arguing took a few minutes to quell. The dwarves were hard against allying themselves with an ogre of any sort. The elf, not normally one to agree with the dwarves on any topic, sided with them. Marissa and Etjar were for the alliance, while Trajan was undecided.

Etjar cajoled people into agreement while Trajan generally bashed people until they agreed. Making up his mind he thought, "*Ok, bashing time*". "This is too much for either side to deal with alone. We have a better chance of survival if we work together." The dwarves and the elf protested against this. "I can't force you to do this against your will. Good luck, maybe the larger group will chase us instead of you. May we meet again."

Turning away from them Trajan started to address the ogre-mage. Maybe being ignored changed the demi-humans' minds. Or maybe the thought of not having the three humans protecting them did it. They quickly reversed their decision.

To the ogre mage Trajan asked, "How may we swear upon this alliance?"

"I will swear to my war god, Orochi, that I will faithfully obey my word as long as you all do." Looking at the dwarves he continued, "Will you swear the same by Avaya?" He named the chief dwarven god, their god of battle.

Both dwarves nodded sullenly, not liking the chief dwarven god named by the ogre mage. "What will you swear by?"

Trajan thought a moment and said, "Etjar, Marissa, and I follow Demeter."

The ogre mage nodded, "That one is trustworthy." Looking at the elf he asked, "Will you swear by your war god?"

At the elf's sullen nod he said, "My name is Mamoru of the Clan Raiden. I do so swear as we have agreed by the spirit of Orochi."

The others named themselves and swore by their gods as well, even the elf, who did so with poor grace.

Retrieving his spear Mamoru led off to the northwest, continuing the circle the others had been following. Quickly he realized he had to slow his pace so the dwarves could keep up. Pacing alongside him Etjar asked, "Where are you leading us?"

"We must circle around them. Their tactics are not extensive, but they are hunters and we are prey. We must escape their lines. If we get far enough ahead they will stop chasing us. More likely we will ambush them."

In the shadow of a ridge the elven scout hissed. All stopped as he peered around, his senses flaring. "Incoming!" he rasped, putting a tree between him and the top of the ridge, and the others followed suit.

A hail of large rocks, spears, and arrows flew among them. One rock hit a sapling, passing through it to leave a ragged stump. Another rock whistled by Trajan's head, missing him by a hand's breadth. Spears and arrows whistled by and some thunked into trees. One arrow skidded off a dwarf's chain mail, ripping his cloak.

"Where are they?" rasped Etjar. He risked a look, which produced another hail of missiles. His tree took a solid blow and a glancing one from rocks, blows that shook it from roots to crown but didn't break it. "Top of the ridge!"

Marissa pulled items from a belt pouch and started chanting. At the conclusion she side-stepped out from behind her tree with her hands held out. An arc of lightning flashed from the outstretched hands and impacted a frost giant, sparking on metal armor and burning him. Several ogres near him dropped to the ground, twitching into permanent silence. She slid back behind her tree as missiles from other locations passed through the space where she had been. "That was my best spell, almost my last."

Mamoru used the same tactic, chanting a different song. He stepped to the far side of his tree, a veritable giant, also with hands out stretched. A gout of black liquid coalesced into existence and spouted at another giant, hitting her squarely in the chest. She screamed as the burning began, mimicked by ogres and hobgoblins around her who were splashed by the acid.

"*Susafras' Acid Blast!*" Marissa marveled. Invented by an arch mage of the Council of Rendelshod some 800 years



before, she marveled at the power of the spell, one beyond her skills.

Missiles targeted Mamoru, but less than before.

While the spell casters began their side of the battle, the others strung their bows. Etjar spotted a couple of hobgoblins circling to his right. The first took an arrow in the ribs, the second dodged and avoided a similar fate.

Trajan, the dwarves, and the elf found similar targets. Trajan and Adelf hit their marks, the dwarves missed but broke the attempt to encircle them.

"We need to move back, get them to chase us," Mamoru hissed.

"Provide him with cover!" To the ogre mage he commanded, "You go first, we will dodge easier." To the others, "On three. One, two, three!" The bowmen stepped out of cover enough to fire. As the arrows flew the ogre mage ran, surprisingly fast.

Quickly the big one was out of sight among the trees. "Marissa, you and the dwarves are next! On three. One, two, three!" Etjar and Trajan fired, two arrows each. The elf outdistanced the female mage and the two dwarves.

Etjar's anger was hot. "I'm going to pull that elf's eyeballs out through his butt!"

"Kill him later, goblinoids now! Shoot and zig zag like Belkin taught us." Belkin had been their trainer in the Kerr militia, which both men had joined at age 17. Both owed a lot to the grizzled old one-armed veteran.

Each stepped out from the opposite side of their respective trees, shooting a single arrow into the handiest target. Turning to run, each ran on a diverging course, then after 100 feet turned abruptly back towards each other. Hail after hail of missiles targeted them, hitting where they had been or where the goblinoids expected them to be. Between the trees and the ragged running patterns both escaped without a scratch.

Half a mile farther the land rose, a wide gully splitting it. The trail of the others led through the gully so Etjar and Trajan charged in pursuit. After a quarter mile the land dropped again, the gully petering out.

"Hey!!!"

Skidding to a halt the men saw the exiled wizard on the higher ground next to the gully. "We're going to ambush them. Up here!"

Following the woman they made their way back to the middle of the high land, looking down into the gully.

Mamoru hunkered down to their level, outlining his plan to hit the their pursuers. "Kill the giants. Without them the others will break."

The bowmen had a few dozen arrows between them. Marissa had used all her spells but one, but had a scroll containing a Stinking Cloud spell like she had used on the ogres earlier in the day.

Mamoru admitted that most of his spells were gone as well, but he had a Fireball remaining.

"I didn't know ogre magi could use fire magic? I thought it was just cold magic."

"Most of my people are limited so, but I am a noble," he stated proudly. "Nobles master the magic of wizards. Plus we are mighty fighters. We must be greater than the commoners," obviously meaning ogre mage commoners, "so they will follow where we lead."

Five minutes later the first hobgoblins ran into the gully. According to plan they would be left to continue at the risk that they'd find their way onto the ridge. Next came a phalanx of ogres followed by a trio of giants, one with clothing and armor damaged by acid, another with lightning burns.

Marissa read her spell from the scroll, keeping her voice as low as possible, barely whispering the words of power. The characters on the vellum writhed as she read them, squirming off the vellum and coalescing into a violently greenish ball in the air.

Just before she finished a stream of fire spurted from Mamoru on her right, hitting the middle giant and expanding into a burst of fire. The struck giant collapsed heavily while the other two spun to either side. The ogres near them dropped or screamed as they batted at their flaming clothing and hair.

At the conclusion of her spell a moment later, the green ball flashed into the gully and spread into a greenish cloud. The standing giants were too tall for it to affect them but the ogres all started retching and choking. The acid and fire burned giant lay unmoving.

The five bowmen launched arrow after arrow into the gully striking giants, ogres, and the hobgoblins who returned to the fray.

The dwarves, who had the worst aim, concentrated on the giants, the biggest targets. Adelf focused on the unwounded giant while Trajan and Etjar shot whichever ogre or hobgoblin presented the best target at the time.

The flurry of arrows left all three giants and a score of ogres and hobgoblins dead in their wake. The wounded survivors ran back the way they came.

With typical greed the humans and demi-humans quickly searched the bodies for valuables. "We might as well make some profit from this," Etjar quipped. Mamoru stood by impatiently. After a couple of minutes he commanded, "We must flee. There may be more coming." Survival beat out greed and with a final rattle of an ogre the elf set out behind the others.

The wizard commented, "I'm completely out of spells."

The ogre mage nodded in agreement, "I, too, have no further magic to employ." The dwarves and the elf were out of arrows, while the humans had three between them. "Best we don't get caught," Etjar commented.

Moving at a fast walk the group quickly crossed several miles of light forest. They were starting to feel like they escaped when the elf stopped cold, right hand at shoulder height in a clenched fist. The party halted in fits as each realized the elf stopped.

"I have bad news." Adelf didn't have to articulate the bad news – it appeared among the trees, four frost giants, a dozen ogres, and a score of hobgoblins.

"This isn't going to go well," Trajan commented on the obvious. "How did they get ahead of us?"

"Does it matter?" Marissa replied snippily.

With a roar the hobgoblins charged and a moment later blasts of fire, acid, cold, and lightning burst amongst the attackers. Reeling from the attacks the surviving goblinoids struggled to defend themselves from a dozen ogre magi who materialized in conjunction with the magical attacks.

Reacting with the reflexes of trained soldiers, Etjar and Trajan charged to engage the giants, followed by the dwarves. The fight was furious, brutal, and ended relatively quickly.

None of the humans or demi-humans suffered any serious injuries. One of the ogre magi suffered a nasty slash down her right arm, but the wound was already closing. She quickly ate one of the unidentifiable whiteish blocks of food.

Mamoru walked up to the clustered humans and demi-humans, who eyed the ogre magi with misgiving. The ogre magi eyed them back with distrust and hostility. "*The enemy of my enemy is my friend may not hold true*", Trajan thought.

"Our scouts report that this was the last group tracking us. Let us part ways on good terms."

The group sighed a collective sigh of relief. Etjar started to comment when an ogre mage stepped forward, spear held ready. "NO!"

"What means this?" Mamoru challenged.

"We never deal with the Little People on friendly terms! Kill them while we can to lessen their numbers!"

"I swore an alliance of mutual defense with these Little People. You will NOT violate my oath!"

"Only a fool or a weakling would swear alliance with such as these!" With that he lunged forward at Marissa, aiming to spear her.

Obviously expecting the move, Mamoru reacted even quicker, snapping his spear across the attacker's chest to stop him, spinning to strike the back of his head, stretching him out headlong. Twirling his spear he spun again and drove the point into the prone one's back and through his heart. Withdrawing the spear he wiped the point on his fallen victim's cloak. Four ogre magi came silently and emotionlessly forward and picked up the body while a fifth retrieved the fallen one's spear.

"Thank you for keeping your word," Marissa said softly while the others remained pointedly silent.

"Do not thank me. I slew my younger brother because he would have shamed me by violating my word. For your sake. While he was a hot headed fool who would have broken my word ... he was my sibling." His angry countenance was frightening to even the hardened soldiers. "It is best we not cross paths again. Farewell." With that the ogre magi turned to the west, carrying their fallen comrade. The group silently watched them until they were out of sight, then fell to looting the bodies.

* * *

A few weeks later when the group was back in Kerr and had disposed of their spoils, a small man approached Trajan, Etjar, and Marissa while they were supping in a tavern near their boarding house. He carried a cloth wrapped bundle about 4 feet long. "Are you Etjar, Trajan, and Marissa?" he asked.

"Who wants to know?" Etjar shot back.

"I have been paid to deliver a gift to the people named, at this tavern."





"Who paid you?"

"A man named Mamoru. He said you'd recognize the name."

The three looked at each other. "Yeah, we're them."

The name laid the bundle on the table, turned, and left the tavern.

Trajan carefully unfolded the bundle to reveal ornate sheaths holding a finely made bastard sword, long sword, and dagger.

* * *

This is a slightly different take on the ogre-magi, taking the one-dimensional *AD&D Monster Manual* version and expanding it into a culture which can provide interesting foes – or friends – for name level parties. Many minor details differ, and the entire concept of wizardry using nobles is an expansion.

Ogre Mage (Oni)

Frequency: Very Rare
 No. Appearing: 1d8 (3d4 x 10)
 Armor Class: 4 (varies by armor)
 Move: 12"/18" (MC: C)

Hit Dice:	5+2 to 10+7
% in Lair:	35%
Treasure Type:	G, R, S
No. of Attacks:	1 (weapon) or 2 (claw, bite), or 2 (longbow)
Damage/Attack:	1d12 +6 or by weapon +6; 1d8+6, 1d6; or 1d8+6, 1d8+6
Special Attacks:	spells, see below
Special Defenses:	regeneration, spells
Magic Resistance:	Standard
Intelligence:	average to genius
Alignment:	Lawful Evil
Size:	L (8' to 10' tall)
Level/XP Value:	5+2 VI / 525 + 6/hp
	6+3 VII / 1,150 + 8/hp
	7+4 VII / 1,700 + 10/hp
	8+5 VII / 2,800 + 12/hp
	9+6 VIII / 4,800 + 14/hp
	10+7 IX / 7,200 + 16/hp

Author Note: By my count the common ogre magi have 5 special abilities (missile discharge, regeneration, high intelligence affecting combat, use of minor spells [powers], and cause more damage than like monsters due to strength), and 0 exceptional ability. Ogre-magi of 6+3 to 8+5 HD also include 1 extra special ability (using magic armor or weapon) and 1 exceptional ability (spell use). The most powerful will be armed with more powerful

weapons and armor, so they gain yet another exceptional ability.

Description

The ogre magi, called "oni" in their own tongue, are a conundrum. Often associated in lore with common ogres, sages note the two species have nothing in common, including size, appearance, intelligence, and magical ability. The two species are quite different, despite the common name. Note that the use of the word "species" is correct – the oni are not the same race as ogres.

The oni are taller than ogres, typically ranging from 8' to 10', with rare individuals topping 12'. Most have light brown skins, with blue or green tinges in areas such as the ears and between the fingers. Their hair is blonde tinged with green or blue. Their visage is fierce, having protruding tusks and small horns. The horns are ivory colored, their tusks and teeth bright white, and in contrast their finger and toe nails are black.

The ogre-magi are similar to many goblinoid races, but are not clearly associated with any. Their origins are steeped in mystery.

Culture

When encountered the oni typically travel in small groups of 1d8 individuals. They live in clans of 30 to 120 adults, their numbers equally divided between males and females. A clan usually has a number of children equal to the adult population, and the children will have 1 to 4 HD. The older children (4 HD) can and will fight as ogres. Younger children have no effective combat ability.

Their homes are typically hidden in out-of-the way places, difficult to find, and quite dangerous to enter. They have an affinity for stone similar to gnomes, and tend to live in caverns or stone buildings. They fiercely defend their homes and children, and never check morale when doing so. Both sexes attack at +1 to hit and +2 hp/die of damage when defending children.

The oni tend to avoid non-oni, and interactions with other species take place away from their homes. They do engage in trade, selling finely made metal weapons and armor at premium prices.

The oni live with a stringent code of honor – their worst crime is violating their clan's code. The letter of their word will always be kept, and their reaction to non-oni breaking their given word is typically fatal to the oath breaker.

The ogre-magi keep some lesser races as slaves, mostly to perform manual labor. Their standard of behavior is seen by other species as harsh, but the oni are never, by their own beliefs, unnecessarily cruel. It is usual that a clan will keep a number of slaves equal to that of the adult oni population.

Oni that have been expelled or voluntarily left their clans are an exception. These are few in number, but tend to be dangerous beyond their personal abilities. Often these unsavory characters serve as mercenaries or leaders for goblinoids and evil giants, and those expelled for crimes tend towards neutral evil.

Note: It has been discovered that groups of oni have lived in large human cities, disguising themselves as humans using their *Polymorph Self* ability (see below). But their purpose(s) for living in the cities has never been determined. Were they spying, or just hiding in plain sight?

Powers

All adult oni may perform the following feats of magic at will, one power per round: *Fly* (for 12 turns before resting for 6 turns), *Invisibility*, *Darkness 10' Radius*, *Polymorph Self* to human (or similar bipedal humanoid form from 4' to 12' size), and regenerate 1 hit point per melee round (lost members must be reattached to regenerate). Once each per day they can use the following powers: *Charm Person*, *Sleep*, *Assume Gaseous Form*, and *Cone of Cold* (8d8 hp damage, forming a cone 5' diameter at the base, 20' at the terminus, 60' long).

Most oni are the common sort. The individuals typically seen by outsiders are 5+2 HD. However, 10% to 20% of their adult population will be noble ogre-magi. The nobles are typically more powerful, able to accept or deflect greater damage than their normal brethren, their hit dice ranging from 6+3 up to 10+7. Fueling their greater stamina is magical power – noble oni study human-style wizardry and have magic user spell levels in addition to their innate abilities. They cast their spells at a mastery level equal to their hit dice.

The most common correspondence of HD to MU level ability is depicted in the HD/MU Levels table.

Noble oni maintain wizard-style spell books and must study and memorize their spells as do human magic users. The books are typically 50% to 100% larger and heavier than human books, and *Read Magic* will always be required to read the spells.



HD/MU Levels table

HD	MU Level
6+3	3
7+4	5
8+5	7
9+6	9
10+7	11

Combat

While the horns are of no obvious combat use the oni may, at extreme need, savage their opponents with their tusks, although this is distasteful to them. They generally attack once per round using a variety of spears or bladed pole arms – weapons that human sized creatures consider pole arms. These weapons typically inflict 1d12 or 2d6 hp of damage, plus the oni's strength. All ogre-magi are exceptionally strong by human standards and gain +6 damage on all attacks. Most carry huge longbows which fire heavy arrows, all built to utilize their great strength. Common oni wear metal armor equivalent to chain mail and typically carry shields. Noble oni wear finely crafted hardwood armor that is enchanted to the equivalent of **Chain Mail +1, +2, or even +3**. They carry a similarly enchanted shield, and their weapons are also typically enchanted to up to +3 value.

Except when defending their homes, they always use good tactics and strategies, and will never sacrifice themselves needlessly, fleeing combat if the odds are against them.

Government

The oni government is a form of magocracy, with their most powerful wizards as the clan's ruling council. The ability to use wizardry is apparently inherited, so it is not unusual for leadership to pass from mother to son. The clans are typically widely separated and do not compete for resources, and they engage in trade, including the children of one clan marrying into another.

The few sages conversant with oni customs note that they have no apparent class boundaries – all oni are princes or princesses, and it is not uncommon for a powerful wizardess to marry a common "prince". It is noted that their species has many romantics, although such may not be obvious by human standards.

Oni typically speak numerous languages, including the human common tongue, various trade and goblinoid languages, plus their own. Few outsiders speak oni.

Variants

Druidic sages note the existence of a variant of oni, a separate race aligned to nature and neutrality. If the oni are very rare, the druidic ones are even rarer. Their appearance differs – it is reported that their brown skin has a green cast to it, as do their horns, and their hair is generally a dark green. Their nobles study druidic lore rather than wizard lore, and have as great an ability in that area as their "normal" cousins.

One story says that the druidic oni who live in desert areas have no green hue to their coloration, but this story is unsubstantiated.

Ointment of Extraction

This ointment is a sweet smelling golden paste. When a cleric smears it on a recipient's forehead, anointing them, it sinks into their skin and any poison in their system will be cried out of the target's eyes as black tears in 1d3+1 rounds.

The ointment is usually found in a ceramic pot which will contain 4d4 applications.

GP value 7,000; XP value 1,000

by Ian Slater

Shield of the Many

This shield is an enchanted shield but it has no magical bonus to start. However, once per day the shield user may have up to a maximum of 8 people touch the shield. Each of those people will take a 1 point AC penalty, but for each one point penalty given out the shield becomes +1 in enchantment for 1 turn, e.g. 6 people translates to 1 turn at +6.

GP value 14,000; XP value 2,000

by Ian Slater

Creature Feature II: Undead Ogre Magi

by Dan Rasaiah

Undead Ogre Magi

Frequency:	very rare
No. Appearing:	1
Armor Class:	4
Move:	9"/15" MC:B
Hit Dice:	9
% in Lair:	35%
Treasure Type:	G (magic only), R, S
No. of Attacks:	1
Damage/Attack:	2d6+2
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	standard
Intelligence:	Average to Exceptional
Alignment:	Lawful Evil
Size:	L (10'+ tall)
Level/XP Value:	VII / 2,500 + 12/hp



Duergar priests of Asmodeus have developed the ability to re-animate slain ogre mage servants of the overlord. Only the most powerful ogre magi (chieftains) can be raised with their innate abilities intact -- with the exception of the ability to *Polymorph Self*, which is lost. Their ability to *Create Darkness* is strengthened (2"

radius), and they can use their *Cold Ray* 2/day, (8d8 damage save for ½). At will they can *Fly* (for up to 12 turns), and become *Invisible*. Once per day can do the following: *Charm Person*, *Sleep*, *Assume Gaseous Form*, and *Animate Dead*.

Like most undead, they are immune to cold, charm, sleep, hold, death magic, and mind attacks. They take ½ damage from lightning attacks (save for ¼) but take full damage from acid and fire. They regenerate quicker than their living cousins (2 hp/round) although this power does not operate in sunlight.

Undead ogre magi can be turned as vampires.

The ceremony to create an undead ogre magi requires eight lawful evil priests of minimum 7th level and a high-priest of not less than 11th level, and involves the spells: *Commune*, *Animate Dead Monster*, and *Heal*. The corpse of the ogre mage must be fresh (less than 48 hours old) and relatively undamaged (i.e., limbs intact, no major fire damage, etc.). A ruby of not less than 5,000 gpv must be destroyed during the ceremony, and its powdered remains sprinkled over the ogre mage corpse. Finally, a major devil must bless the ceremony by releasing the ogre mage's spirit.

It is rumored that occasionally arch-devils or greater/lesser powers preside over the raising of particularly infamous ogre magi. In this instance, the raised creature would be considerably more powerful and imbued with infernal energies. The particulars of this are left up to the DM.

Undead ogre magi retain their exceptional intelligence, but their spirits haven't been entirely restored, and they remain beholden to the priest who animated them. They will obey his/her commands unquestionably. If this priest is slain, the binding power holding them is extinguished (unless sustained by the greater devil 'sponsor') and their spirits return to their infernal resting place (i.e., the undead ogre mage is slain). In the rare cases where undead ogre magi have lived on past the death of the animating priest, it has usually been to fulfill some diabolical task or quest.



Friend or Foe: The Ogre Berserker Company

by Bryan Fazekas



The Ogre Berserker Company is arguably the most famous military group among goblinoids. Actually a platoon consisting of thirty to forty members at any time, the Company has existed for less than fifty years.

The famed fire giant Sngrcuf (sen-ger-cuff) formed the group following his crushing defeat by the frost giants of the Gravlach (grav-lack) Mountains. Scholars of goblinoid history speak of his debacle, in which he led a mixed group of fire giants, hill giants, ogres, bugbears, and hobgoblins in that ill-fated attempt to rob the northern king of the frost giants. Unknown until afterwards, one of his own lieutenants sold him out, informing the frost giants in exchange for a hefty fee.

His force was ambushed miles before reaching the frost giant stronghold, losing a full quarter of his people in a few short minutes. Another quarter was lost in the withdrawal, but the losses would have been far worse if not for the efforts of a highly trained group of ogres, led by the half-orc mercenary Bren of the Red Patch. This platoon kept itself organized and did not flee like the rest of the company; rather they used a combination of excellent tactics, superior fighting skill, and utter brutality to maul the pursuing forces.

Bren's Platoon lost nearly half their strength in the fighting, but they not only defeated the attacking force, they impressed them. The frost giants admired the courage and ability of the Platoon, and freely admit that

the Platoon killed nearly twenty giants and wounded more than sixty. This stopped the pursuit and allowed the remainder of Sngrcuf's forces to escape. Sadly Bren himself was killed in the rearguard action.

Sngrcuf took command of the survivors of Bren's force and helped them recover at his stronghold. Learning what he could of the half-orc's methods, the fire giant improved upon that strategy and rebuilt the Platoon, eventually calling it Sngrcuf's Company.

Bren had searched among the ogre tribes for exceptional members – those of superior intelligence (for an ogre), superior fighting skill, and the ability to accept stringent training and discipline in return for great rewards. Needless to say, no one ogre tribe ever produced more than one or two specimens that fit the criteria. And even then, more than a quarter washed out in the initial training, some dying and some quitting.

Those that completed the training? These are the toughest ogres in existence; skilled fighters, and disciplined to work together as a cohesive unit. Even the toughest giants consider the Company to be among the toughest goblinoid combat units in existence.

Sngrcuf led his Company for nearly forty years, never losing a battle or failing to fulfill a commission. Hearing that the other side had hired the Company was sometimes enough to inspire good faith negotiations.

Sadly the fire giant himself was killed. Not in battle but in bed, by the husbands of several of his paramours. He didn't die with his boots on.

With his passing the Company renamed itself the Ogre Berserker Company and continued on, the brightest of their number leading the group. The quality of the training, if anything, increased, and the list of applicants grew longer, which correspondingly produced a higher death rate during initial training. Oddly enough, the danger of the training made the Company even more attractive among recruits.

It is noted by some observers that even a bright ogre is not bright enough to lead the Company and to continue the successful strategies that have rightfully grown the reputation beyond what Bren and Sngrcuf led them to. These observers question if there is someone else behind the scenes.

Ogre, Berserker Company

Frequency:	very rare
No. Appearing:	3d6+21
Armor Class:	0
Move:	12"
Hit Dice:	6+3
% In Lair:	nil
Treasure Type:	Individuals (K, M, N) x10, Q, S. Group R
No. of Attacks:	2
Damage/Attack:	by weapon +7
Special Attacks:	attack as 8+4 HD monster, missile fire, tactics
Special Defenses:	tactics
Magic Resistance:	standard
Intelligence:	Low to Average
Alignment:	Lawful Evil
Size:	L 9+' tall
Level/XP Value:	VI / 900 + 8/hp

The ogres of the Ogre Berserker Company are among the toughest ogres known. More intelligent than their normal brethren, they are aligned to law instead of chaos, which does not make them popular amongst the leaders of their own tribes.

On the surface they appear as normal ogres – a bit taller, bulkier, and stronger than normal. While more than capable of the savage violence of their race, these ogres stand out due to their relatively high intelligence and self-control. They react in a reasoned manner and rarely lose their composure.

The nominal unit strength is thirty-nine ogres, comprised of seven squads of four soldiers and one corporal, plus the platoon commander and three sergeants. When encountered there may be less due to injuries and the like. Group tactics are based around groups of five, although they train heavily in single combat plus groups of two, three, or four. Platoon tactics include the effective use of one to seven squads in combination.

Being the toughest, all Company members have at least 5 hp/die, while the leaders will have 7 or 8. The sergeants are trained to take over if the commander is incapacitated, the corporals can replace a sergeant, and the soldiers can replace corporals. Key deaths in the hierarchy will not destroy group tactics, but may initiate a withdrawal.

Each ogre wears custom full plate armor and carries a large shield. Their superior training grants two attacks per round, and they typically use heavy swords, inflicting 1d10 hp of damage per blow, +7 for strength and skill. In addition all carry long bows sized for ogres and 20 heavy arrows. These weapons typically inflict 1d8+7 hp per strike as the bows and arrows are specially constructed to allow strength bonuses and may not be used by any being with less than 18/00 strength and 7' tall.

Ogre, Undead Berserker

Frequency:	very rare
No. Appearing:	3d6+21
Armor Class:	-4
Move:	12"
Hit Dice:	12+6
% In Lair:	nil
Treasure Type:	nil
No. of Attacks:	2
Damage/Attack:	by weapon +7 or 1d6+7 plus attribute drain
Special Attacks:	attack as 16+4 HD monster, attribute drain, missile fire, tactics
Special Defenses:	tactics, see below
Magic Resistance:	standard
Intelligence:	Low to Average
Alignment:	lawful evil
Size:	L 9+'
Level/XP Value:	IX / 6,100 xp + 16 xp/hp

The Ogre Berserker Company's last battle was against a human/demi-human band of adventurers. The Company finally found a foe they could not beat and were slain to the last ogre. Finding little of value on the bodies, the adventurers licked their wounds and moved on.



Unbeknownst to the world, the backer behind the Company is a necromancer, a practitioner of the arts of undeath. It took months, but he was able to raise all the Company members as a type of super-ghoul.

The undead state of their bodies toughened them, doubling their hit dice from their living state, and improving their armor class by 4, e.g., their natural AC is 6, and is improved by 4 points better than any armor chosen. Naturally they choose to wear their custom full plate armor.

Their attacks are more vicious than ever, attacking as a 16+4 HD monster twice each round with their favorite weapons (typically a heavy sword). They can also choose to touch opponents with their hands. Each successful touch drains one of the victim's attributes. * Note that each ogre drains one type of attribute, roll 1d6 for Str, Int, Wis, Dex, Con, or Cha for each ogre. The number of points drained by each touch is determined for each successful touch:

1d20	Points Drained
01-15	1
16-19	2
20	3

* **Author's Note:** The article *Level Draining is Metagaming in & Magazine Issue 2* goes into detail regarding attribute draining as a mechanism to replace level draining.

The loss of attribute points is immediate and affects the character's abilities, e.g., a drop in dexterity from 18 to 17 will cost 1 point of AC and will worsen reaction adjustment by 1. When any attribute drops to 6 the character will be incapacitated for 2d4 turns, and if an attribute drops below 3 the character is killed. A character killed in this fashion must receive a *Bless* and a *Remove Curse* within 3 days or they will rise as this same type of undead. If the character is *Raised* or *Resurrected*

but does not receive the *Bless* and *Remove Curse* first, they will sicken and die in 3d4 days, rising 3 days later as an undead.

Characters that do not die from draining will not rise as undead. If an ogre that has drained a character is slain before the next dawn, the lost attributes will be regained through rest – the character must have complete rest for seven days, then they will regain their attributes at 1 point per day. Alternately, *Lesser Restoration* will restore 1 point per casting, and *Restoration* will restore all lost points.

Each point drained from a character grants 1d8 hp to the undead ogre, up to a maximum of 20 hp beyond their maximum hp, e.g., maximum hp is 102, so they can gain as much as 122 hp. Excess hp beyond the maximum are lost first in combat. If there is no combat, the points will start draining away at 1 hp/turn, starting 2d4 turns after the last draining. Such a loss will leave the ogre at 102 hp.

The undead ogres will display the same traits they did in life, excepting they are completely immune to fear. In addition the following spells or attack forms have no effect on them: charm, sleep, enfeeblement, polymorph, cold, electricity, insanity or death spells/symbols.

Campaign Ideas

In my campaign I started with the Ogre Berserker Company, and developed the Undead Ogre Berserker Company when the original Company got wiped out to the last ogre, and I was brain storming interesting ideas. As of the publication date, the party knows there is a necromancer, but has no idea who or what he/she/it is, why it raised the Company, or why/how the entire group was transported fantastic distances to their homeland. The unanswered questions heighten anticipation!

There is no reason the Berserker Company cannot be reformed with new ogres. Maybe by the last leader (necromancer?) or by something else. It's completely up to the DM.



The Toybox: Leomund's Long Coats

by Lenard Lakofka

These coats are made of fine elfin material. Each is secured by seven gold buttons each containing a gem valued at between 100 and 500gp. Another gem of the same value range is woven into the neck, the peak of the hood, at the cuff of each sleeve and at four points in the hem. The gems placed into the weave encase the magic placed on the garment. Removal of one to four gems can diminish the garment but removal of five or more gems will destroy all of the magic. Replacement of the gems will mean the mage has to begin all over again to create the coat. (This process took Leomund seven days per coat and is specific to the properties given below.)

The beginning material for all thirteen coats that Leomund had made and subsequently magicked was pale grey in color. Adding a magic broach or necklace of any kind will not enhance or diminish the garment (even if it is a cursed item). The garment can be worn with an outside belt or rope.

The coat cannot be worn with a **Cloak of Protection**. That second garment's effectiveness is cancelled by the coat, whether attempted inside or over the coat. However **Rings of Protection** function normally relative to armor class and saving throws.

The coat has 60 small pockets on the inside of the garment, each large enough to hold two darts and smaller items (40 coins or about four pounds), although bulkier items cannot be carried. While in a pocket items add no weight to the wearer, as if the item(s) were not there. The pockets are often used for material spell components. The wearer's hand will always go the pocket sought by the wearer, one pocket at a time.

The common properties are:

1. The coat can only be penetrated by a +1 or better edged or pointed weapon wielded by creatures of less than 5th level or 5 HD. This makes it proof against ordinary darts, daggers, knives, swords, quarrels, arrows, spears, pole arms and similar weapons unless wielded by a 5HD or greater monster or a being with a strength of 18(76) or better. Otherwise the coat provides AC 5 to the wearer. This AC can be superseded by **Bracers of Defense** that are
2. The coat can change color upon command into any color seen or imagined by the wearer. The change takes one segment. However, three full rounds must pass before another color change can occur.
3. Initiates *Feather Fall* on any downward movement that is sixteen feet or greater. This is automatic and will operate if the person wearing the coat is alive (though not necessarily conscious). The capacity of the coat in this operation is six hundred pounds. If greater weight is applied then the garment will fail and the wearer and his/her materials will plummet.
4. Can turn the wearer *Invisible* once per day for a duration of not to exceed one hour. The wearer can cast spells that do not involve the production of energy damage thus *Fire Ball*, *Lightning Bolt*, *Magic Missile* etc. would turn the wearer visible immediately but *Light*, *Detection* spells, *Levitation* would not negate the invisibility. If spells are cast while invisible the power to change color is lost for 24 hours.
5. While wearing the coat all Charms and Suggestions (even vampire eye charms) have a saving throw bonus of +4.
6. The coat is capable of a *Levitation* of up to 600lbs (and no more) once each day. The levitation is at the rate of 20 feet per round for a total upward movement of 1,000 feet. Hovering is possible. The once per day can be broken into three time periods separated by no more than three rounds and not exceeding the 1,000 foot limit.
7. The wearer's footfalls are silent but that silence only covers the wearer's feet and not other sounds emanating from the wearer like talking or sounds made by the wearer's hands (for example).
8. The same property that prevents being hit by ordinary edged or pointed weapons allows for a Saving Throw from a bevy of *Magic Missiles* from a single source at a bonus of +2.



9. Once each day the Coat can heal 4d4 points of damage.
10. The coat maintains the wearer at a comfortable temperature of 75 degrees even if the area temperature is as high as 120 degrees or as low as -15 degrees. Temperatures outside of this range will change the 75 degree feeling by one degree above or below the maximum high and low. This property does not imply any protection from extremes of fire or cold that is of a magical or mundane nature (like *Fireball*, *Cone of Cold*, *Ice Storm* and various hot and cold breath weapons).

The coat does not radiate magic and if there is an object(s) of magic inside or covered by the coat that item(s) will escape magical detection as well.

Leomund is reported to have lost a number of the coats over the years, although he still possesses at least one of them. Reportedly some of the coats may have an

additional property at the expense of another. Leomund reported to his friend Bahamut that trying to add an eleventh property caused the whole garment to lose its encased magic explosively (5d6 damage with no saving throw) destroying the coat in the process.

The coat can be worn by any spell caster regardless of alignment. This includes rangers and paladins only if they are high enough level to actually cast a spell. A shape changer like a silver dragon could also wear the coat in man sized shape.

Non spell casters who put on the coat or even carry it must make a save at -3 vs. paralysis after three minutes of contact with the garment. Failure will mean the wearer/carrier will be paralyzed until the coat is removed or taken away. Of course such a person could starve to death if days begin to go by.

The value of one of these coats is 50,000GP and the XP value is 8.000.



Spell Caster's Paradise I: Codex Inhumanus – Kobold Shaman Spells

by Dan Rasaiah

Author's Disclaimer: This article details higher level Shamanic spells than are stipulated for Kobolds in the DMG. This was done in order to give DM's more variety, and to facilitate higher level game play. Discard, modify, or use them as you wish

Conceal Trap

Level: Shaman 1
Type: Alteration
Range: 6"
Duration: 1 hour/level
Area of Effect: 10'x10'/level
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

This spell enables the shaman to conceal any mundane trap within the area of effect, so that a thief's chance of detection is reduced by 5% + 1% per level of the shaman (i.e a 5th level shaman would cause the thief to find traps at -10%).

Note that a thief's chance for detecting a trap in this manner can never be less than 1% regardless of level.

The material component for this spell is a troglodyte scale.

Dark Net

Level: Shaman 1
Type: Alteration
Range: 1"
Duration: 1 hour/level
Area of Effect: 10'x10'/level
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

This spell causes any regular net to become shadowy and dark in colour, and nearly impossible to detect in

underground conditions in anything but areas illumined by magical light (1 in d10 chance, gnomes and dwarves have a 1 in d6 chance to detect).

Shaman's typically use this spell to aid 'dropping net' type traps; the net is the material component.



Detect Gnome

Level: Shaman 1
Type: Alteration
Range: 12"
Duration: 5 rounds/level
Area of Effect: 1" wide path
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

When this spell is cast, the shaman detects any gnomes in a path 1" wide, and up to 12" long, in the direction he or she is facing. The shaman can turn 60' per round. The spell will not reveal the number of gnomes, nor the nature of those detected. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell. Invisibility and natural camouflage are no barrier to this spell.

The spell requires the use of the shaman's unholy symbol.

Fire Arrow

Level: Shaman 1
Type: Alteration
Range: 15"
Duration: 1 round
Area of Effect: See below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

By means of this spell, a flaming arrow appears in front of the caster which can be magically 'shot' up to 15" range (range penalties apply as per short bow 5"/10"/15") without the need of a bow. The arrow causes 1d6 hp damage +1 hp burn damage, and regular 'to-hit' rolls apply.

The material component is a miniature arrow.

This spell is often used in conjunction with the 2nd level spell *Oil Bomb*.

Horny Dog

Level: Shaman 1
Type: Alteration
Range: 0"
Duration: 1 round/level
Area of Effect: Self
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

This spell causes the shaman's horns to elongate, enabling him to headbutt once per round for 1d4 hp damage, in addition to standard melee attacks (but not further spell casting). A standard 'to-hit' roll is required.

The material component is a horn or antler of any animal.

Battlebold

Level: Shaman 2



Type: Alteration
Range: touch
Duration: 1 round/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell is only available to shamans of the Kobold demi-god Dakarnok (Dragon #63). The spell affects one kobold (either the shaman or his champion) whose scales harden and take on a silvery black hue conferring a -2 AC bonus. The kobold also grows in musculature, gaining a +2 damage bonus for the spells duration.

The material component is powdered crocodile bone, which is mixed with water and ingested.

Oil Bomb

Level: Shaman 2
Type: Evocation
Range: 4"
Duration: 3 rounds + 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

By means of this spell, the shaman conjures a large floating sphere of oil which may be propelled up to 4" distant, at which point the oil 'explodes' covering an equivalent area of 2-5 oil flasks. Note, the oil is unlit at this stage, and must be ignited in the regular fashion (either by a flaming arrow, torch or via magical means). The oil is regular in all aspects and will burn regularly until the spell's expiration at which point the oil disappears.

The material component is a drop of oil.

Scoop

Level: Shaman 2
Type: Conjuration/Summoning
Range: 3"
Duration: 2 rounds + 1 round/level
Area of Effect: See below
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

This spell conjures a giant spectral spade which may be used for digging and excavation work. The scoop may excavate 50 cubic feet of earth, sand, or mud per round.

The hole thus dug is a cube roughly 2' per side. The material thrown from the excavation scatters evenly around the pit. If the shaman continues downward beyond 5', there is a chance that the pit will collapse:

15%/additional 5' in depth in earth,
35%/additional 5' depth in sand, and 55%/additional 5' depth in mud.

The pit is dug slowly enough that creatures in the area of effect can move through safely without trouble. This spell is primarily used to dig pit traps, and for the excavation of subterranean lairs rather than for combat.

The material components for this spell are 10 kobold fingernails which are sprinkled over the area of effect.

Sneaky Sneak

Level: Shaman 2
Type: Alteration
Range: 0"
Duration: 3 rounds + 1 round/level
Area of Effect: See below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

By means of this spell the shaman momentarily gains the hide in shadows, move silently, and climb walls ability of a thief of equivalent level (i.e a 4th level shaman would have the ability of a 4th level thief). These ability scores are modified as per the gnomish racial modifiers for thief skills (i.e +5% MS, +5% HIS, -15% CW).

The material component for this spell is a single hair from the head of a thief.

Trap Flair

Level: Shaman 2
Type: Conjunction/Summoning
Range: 3"
Duration: Permanent
Area of Effect: See below
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell enables the shaman to augment and enhance previously constructed traps. For instance, the spell will not dig a pitfall trap, but rather will fill the bottom of a previously dug pit with sharpened punji stakes, bedeck a falling net trap with lacerating razors, add pendulous blades to a swinging ball trap etc. It is up to the DM to determine the characteristics of the trap enhancement,

with the guiding principle that the added effects deliver an extra 1d6 + 1hp/level of the shaman in damage in addition to the damage caused by the previous structure of the trap. For instance, an enhanced pit-trap may already cause 1d6hps falling damage, but a 4th level shaman casting trap flair will increase this to 2d6 + 4 hp total damage (via jagged pieces of broken crystal coated in excrement or whatever the DM determines the particulars of the trap enhancement to be. Special effects such as poisoning due to excrement may be factored into the spell via the hp damage mechanic, provided the total damage incurred does not surpass the above parameters. The spell cannot be used to create fatal poison or diseases etc.)

The material component for this spell is dependent on the desired flair. Examples include a small sharpened stake for a punji trap, a piece of broken glass or a razor for a laceration trap, and a small sickle for a swinging blade trap.



Surprise

Level: Shaman 2
Type: Illusion/Phantasm
Range: 3"
Duration: 1 round/level
Area of Effect: 1" x 1"/3 levels

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Negates

This spell enables the shaman to conceal a group of kobolds from the eyes of anyone outside the area of effect. The basic illusion blends the concealed creatures into their surrounds, such that any looking at the affected area must save vs spells or be oblivious to the concealed creatures. The illusion affects the visual field only, so creatures hunting via hearing or any other sense or method (echolocation, smell etc.) will be unaffected by the spell's concealing effect. Similarly, if the hiding kobolds are making a loud ruckus (a common event much to many a shaman's consternation) creatures will be alerted to the kobolds presence, thereby gaining a +4 bonus to their initial detection save. Once any kobold attacks from the concealment field (via missile weapons, spells, melee etc.) or any kobold within the concealment is hit by any attack form, the spell is dispelled.

The shaman may conceal 10 kobolds per 3 levels of experience (i.e a 6th level shaman could conceal 20 kobolds) provided the kobolds are not spread over an area greater than the above listed AoE.

A detect invisibility spell or detect illusion spell will reveal the hidden kobolds (as will a monster's innate ability to detect invisibility). Detect magic will reveal an aura of magic in the general area of the kobolds, but will not render specific localities to the caster.

The material component for this spell is the egg of a sandgrouse, which the shaman eats upon the spells' commencement.

Death Weasel

Level: Shaman 2
Type: Alteration
Range: 0"
Duration: 3 rounds + 1 round/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

This spell causes one giant weasel to be infected with a rabid bloodlust. For the duration of the spell the weasel attacks twice per round, at +2 to hit. Once attached to a victim, in addition to draining their blood, the weasel will cause a further 1d6hps of 'savaging damage' as it frantically shakes it's head side to side causing jagged weeping wounds.

The weasel will be unaffected by any kind of fear for the spell's duration and will attack any non-kobolds (and their allies) at random until it, or all surrounding creatures are dead.

The material component for this spell is a small amount of consecrated blood, which the shaman smears on the weasel's teeth.

Glittermold

Level: Shaman 2
Type: Alteration
Range: 1"
Duration: 6 turns/level
Area of Effect: 1 cubic foot per level of the shaman
Components: V, S, M
Casting Time: 1 round
Saving Throw: Negates

By means of this spell, kobold shamans are able to transmute ordinary mold into lustrous gold. The gold seems real in all aspects, particularly to gnomes, whom the dweomer was designed to deceive. Any creature viewing the gold is entitled to an intelligence check to detect the ruse, with a +1 penalty for every level differential between the viewer and the shaman. Gnomes viewing the gold suffer an automatic +2 penalty to their intelligence check, with a further +1 penalty per level differential between the gnome and shaman. Furthermore, any gnome failing his intelligence check will be so enchanted by the precious metal, that he/she will suffer a +1 penalty to surprise checks for the spell's duration.

If the gold is struck by anything hard (e.g mining equipment) then the striker is allowed another intelligence check to detect the true nature of the gold (with the same penalties as previously applied). If this check is failed, then the deceived will have no further opportunity to gain clarity till the spell's expiry.

The shaman is only able to transmute an equivalent area of mold into gold (i.e if there is 4 cubic feet of mold growing on a tunnel wall, a 5th level shaman will only be able to 'create' 4 cubic feet of pseudo-gold).

Glittermold can only be applied to mold that has been harvested in the past day, and as such, tunnels and caverns with naturally growing fungus are highly sought after by kobolds as prime locations to ambush gnomish mining parties.

The material components for this spell are mold, and a sprinkle of gold dust (1gp equivalent).



Gnome No More

aka 'Dead Gnome'

Level: Shaman 3
Type: Alteration
Range: 6"
Duration: Instantaneous
Area of Effect: Self
Components: V, S, M
Casting Time: 3 segments
Saving Throw: 1/2

This spell causes a flaring blast of eldritch orange energy to spring from the shaman's hand and extend in a 1" wide path for up to 6". The orange energy is highly potent to gnomes, causing 1d8hps of magical damage/level (save for half damage). Against other creatures, the energy is virtually harmless, causing a mere 1hp damage/level (save for half).

The material components for this spell are the shaman's unholy symbol and a petal from the Kirshaga weed (an orange flowering weed hailed as sacred by the kobolds. The weed is found only in the deepest recesses of the world, and is thus highly prized. Incidentally, the petals of the Kirshaga plant can also be brewed into a poison that is very harmful to gnomes if imbibed [equivalent to ingestive type D]).

Sneaky Stab

Level: Shaman 3
Type: Alteration
Range: 0"
Duration: 3 rounds + 1 round/level
Area of Effect: See below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

By means of this spell, the shaman gains the backstab ability of a 9th level thief for the spell's duration (i.e quadruple damage). The shaman also gains the +4 to hit benefit as per a regular thief.

Note, this spell can be used in conjunction with the 2nd level spell 'Sneaky Sneak', which is often used to set up the backstab.

The material component for this spell is a thieves' dagger or short sword which has drawn blood.

Greater Trap Concealment

Level: Shaman 4
Type: Alteration
Range: 6"
Duration: Permanent
Area of Effect: 10'x10'/level
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

This spell is identical to the 1st level spell 'Conceal trap' except in this instance this concealment is permanent unless dispelled, or the trap is sprung. In addition, thieves have a greater chance of missing the trap, now suffering a 10% penalty + 1% penalty/level of the shaman. Note that a thief's chance for detecting a trap in this manner can never be less than 1% regardless of level.

The material component for this spell is a chameleon's scale.

Scales of Steel

Level: Shaman 4
Type: Alteration
Range: 0"
Duration: 3 rounds + 1 round/level
Area of Effect: Touch
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

This spell causes the kobold's scales to be coated in a tough layer of steel, conferring the equivalent AC of plate armour (AC3). Dexterity bonuses and magical items of protection (including shields but excluding armour) will reduce this AC further as appropriate. Movement rates and encumbrance are unchanged by the dweomer.

The material components required for this spell are the shaman's unholy symbol and a drop of quicksilver.

Fear of the Scaled God

Level: Shaman 4
Type: Alteration
Range: 1"
Duration: 1 round/level
Area of Effect: Self
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Negates

By means of this spell, the shaman channels the fear aura that surrounds the god Kurtalmak, causing all who intrude within a 1" radius to be affected as if by a cause fear spell (saving throw negates). Gnomes suffer a -2 penalty to this saving throw whilst Kobolds are unaffected.

The material components for this spell are an unholy symbol of Kurtalmak, and a drop of sweat.



Sting of Kurtalmak

Level: Shaman 4
 Type: Alteration
 Range: 0"
 Duration: 1 round/level
 Area of Effect: Self
 Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: Negates

By means of this spell, the shaman grows a poisonous stinger tail similar to the god Kurtalmak. The shaman may attack with this tail once per round in lieu of casting spells or other attacks. Those struck suffer 1d6 hp damage and must save vs poison or die immediately. Upon a successful strike, the tail disappears (regardless of whether the victim saved successfully or not).

The material components for this spell are the shaman's unholy symbol of Kurtalmak, and the stinging barb of a scorpion which is plunged into the shaman's flesh at the spell's inception.

Robe of Suffering

This robe is generally a long, plain robe which appears to be well crafted but otherwise unremarkable. When worn by any class other than a cleric it is just a normal robe.

On a cleric it has a powerful function, it allows the cleric to transfer damage from himself to a victim within 3" of them. The robe must be "activated", and for 1 turn after activation all damage that occurs to the wearer of the robe is instantly transferred to a victim of their choice.

That victim gets a saving throw versus paralyzation, if they succeed the cleric takes half damage from all attacks for the next turn, if they fail that attack and all subsequent attacks for the 1 turn duration are redirected to that victim whenever the cleric is hit.

GP value 14,000; XP value 2,000

by Ian Slater

Helm of Fasting

This helm appears to be a standard leather skull cap (it may be fit under a regular metal helm if so desired) with no unusual markings on it.

If worn by a cleric, however, its power becomes evident. The cleric wearing the helm can go without food for up to a month without penalty, and will be able to perform all functions normally.

If the cleric uses the helm for a full month without stopping then the item must make a saving throw against magical lightning or become powerless.

1% of these items are cursed and when used actively for more than a week will immediately cause the user to be in the same physical condition they would be in if they had stopped eating for a week (generally weak, - 2 to hit, -4 to damage, move divided by 4, 3 point AC penalty).

GP value 5,000; XP value 1,000

by Ian Slater



Spell Caster's Paradise II: Leah Cim Disk of Altered Alteration

by Goblin's Henchman

Leah Cim Disk of Altered Alteration is a powerful magic item that allows a magic-user access to up to nine new spells.

Author's note: **Leah Cim Disk of Altered Alteration** is a magic item that is intended to place an importance on spell components, which is an aspect of the First Edition of AD&D that is quite often overlooked. Some of the variant spell components are deliberately obscure and are designed to offer adventuring and/or role-playing opportunities.

The magic item is deliberately powerful, and is intended to be a quest-type item or the back drop for a wider adventure/campaign. The item is not intended to be simple adventuring 'booty'. There are options for a less powerful version of the item, like a three-pointed star (affecting three spells) in place of the nine-pointed star (affecting nine spells). The backstory is intended to offer various plot 'hooks' for a campaign, or for one or more single adventures. For example, a campaign might involve finding and assembling the nine individual points of the Disk, or to find and explore the shattered tower of Cim, and/or to confirm or deny the existence of liches Leah and Cim. Some of the variant spells are particularly adapted to deal with creatures such as golems and elemental creatures, and characters speaking to a sage on the matter might be directed to look for the disk (or one of the related but less powerful items made by Leah and Cim). Of course, the nine variant spells could simply be used as nine new spells to supplement the stock of already existing spells (i.e. without the requirement to have the Disk). The author would be interested to hear from anyone who has any comments on this article, and in particular from anyone who has used this item in the game.

Backstory

Leah was one of the apprentices to the powerful magic-user Cim.

Leah was given the task of ensuring that his master's spell component pouches were stocked.

However, Leah was not always the most diligent of apprentices, preferring to study in his master's library than scouring the bazars and markets for rare spell components, and when he was unable to readily obtain the correct spell components he would elect to replace these with related components that he had to hand (e.g. topping up his master's 'bat guano' with 'mobat guano' (see *AD&D Monster Manual II*, page 15).

However, Leah was not completely reckless and always tested the variant spell components himself before putting these in his master's pouches. In his testing Leah found that the resultant spell (using the variant spell component) sometimes did not work, or would be less powerful. Sometimes, rarely, the spell was more powerful but would be accompanied by unpredictable and dangerous side effects. When the spells worked and the side effects were minor, Leah happily placed these variant spell components in his master's pouches.

However, what Leah did not know (at that time) was that the minor side effects he observed when using the variant spell components increased exponentially as the level of the caster increased – due to more magic energy being released by those higher level casters.

Needless to say, when powerful Cim unwittingly cast his spells using these substituted variant spell components his spells began to perform in unexpected ways.

In the case of a mixture of bat and mobat guano and the *Fireball* spell, the resultant fireball would sometimes split into two uneven sized fireballs one of which would overshoot the target and the other would fall short of the target. On one occasion, the fireball falling short of the target nearly incinerated Cim.

By contrast, when the lower level Leah tested the *Fireball* spell using the variant spell component (i.e. of a mixture of bat and mobat guano), all he noticed was a slight flaring of the fireball before it left his hand, and so thought the variant spell was generally safe.

With his spells performing in unpredictable ways, the ancient Cim began to doubt his abilities – thinking that perhaps his wits were deserting him, and that maybe he should retire from adventuring.



However, one day when travelling far from his tower, Cim's spell component bag was lost. Cim was forced to replace all of his spell components himself. Thereafter, Cim noted that his backfiring spells no longer failed him.

It was not long before Cim realised what had been happening, and he was beyond furious with Leah.

Leah was literally forced to beg for his life. Leah argued that death was too lenient a punishment for himself and implored his master to enact a 'just punishment' over the mere mercy of killing him instantly.

As a punishment Cim set Leah with the dangerous task of experimenting with variant spell components.

If Leah had one talent, it was a talent for self-preservation, and so he turned out to be surprisingly adept in selecting variant spell components that did not result in his immediate death. Leah also turned out to be an excellent scholar and researched the early works of some of the more commonly known spells, and began to develop a deep intuitive understanding of the relationship of spells to their spell components.

After a few years Cim noted that his young apprentice had not yet managed to kill himself despite applying himself diligently to the dangerous task appointed to him. Cim gradually began to realise that there might be some value in Leah's research, and so began to work with his apprentice.

Before Leah and Cim's untimely deaths (during the casting of a spell variant, which also shattered and burnt Cim's tower down) Leah and Cim discovered many potentially useful spell variations. However, most of the most promising variant spells were just too dangerous to cast, or were in some way too unpredictable, especially when cast by higher level magic-users. Most of this research was lost with Cim's tower, some burnt fragments and charred tomes salvaged from Cim's tower are jealously hoarded by those that have acquired them.

Cim discovered that some of these variant spells failed because of huge initial surges of magic energy. Cim theorised that if these 'spikes' in magical energy could be regulated in some way, then some of the spell variants might yet prove useful.

In particular, Cim found that the magic energy released from the Alteration school of magic was the most readily controllable. To that effect, Cim's master work was the manufacture of a single magic item (i.e. **Leah Cim Disk of Altered Alteration**) that could be used to regulate the magic energies of nine separate spells from the Alteration school of magic, to give nine variant spells (one from each spell level).

It is known that Cim also manufactured many other lesser magic items that allowed different variant spells to be cast (i.e. provided the caster had the correct variant spell components and the correct magic item manufactured by Cim for that variant spell). Most of the items made by Cim only allow one variant spell to be cast. A few of these manufactured items allowed access to more than one variant spell (but always from the same school of magic). Of course those items are rare and jealously guarded by those that hold them. However, quite a few who now own these items do not know the correct variant spell components to use with the item, and would pay handsomely for that knowledge.

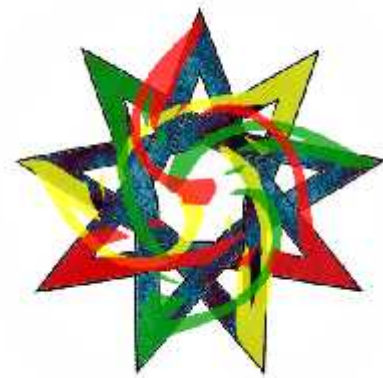
Leah Cim Disk of Altered Alteration

GP value: at least 50,000; XP value: 9,000 (or 1,000 per point of the star)

This item is a flat palm-sized nine-pointed star of etched platinum with a thumb-sized hole at its centre.

The disk (together with the use of alternative spell components, known as *variant spell components*) can be used to alter the effect of some standard classical spells (i.e. those listed in the Players Handbook) to give new *variant spells*.

A variant spell shares many of the same properties as the classical spell from which the variant spell is derived, but has an overall different magical effect to the classical spell.



Restrictions

To be able to cast these variant spells the magic-user must have memorized the classical spell, must use the required variant spell components (in place of the classical spell component), and must be holding the **Disk** during spell casting. These variant spells do not contribute to the magic-user's "Maximum Number of

Spells per Level" as set out on page 10 of the *AD&D Players Handbook*, because they are a casting variation/option of the classical spell (albeit facilitated by the use of the **Disk of Altered Alteration**).

For example to cast the *Feather Fail* spell (a variant of *Feather Fall*) the magic user must cast the spell *Feather Fall* while using the variant spell component (i.e. a feather from a flightless bird) and doing so while holding the **Disk**. The resultant spell can be used to cause flying creatures to drop from the sky.

It is actually the variant spell components that alter/warp the effect of the classical spell to give the variant spell effect. However, it is the **Disk** that makes it safe to use the variant spell components. The use of variant spell components without the **Disk** causes unstable magical energies to be released, and can result in dangerous and/or unexpected magical side-effects. Cim referred to such magic items as *magic energy regulators*.

Leah Cim Disk of Altered Alteration is known to affect nine spells from the *Alteration* school of magic, one from each magic spell level. The affected classical spells and the resultant variant spells are:

Level	Variant spell	Classic spell (PH ref.)
1	Feather Fail	Feather Fall (page 66)
2	Rope Trap	Rope Trick (page 71)
3	Infra-evasion	Infra-vision (page 74)
4	Ray's Mnemonic Randomiser	Ray's Mnemonic Enhancer (page 78)
5	Airless Water	Airy water (page 79)
6	Integrate	Disintegrate (page 83)
7	Drawmij's Instant Dismissal	Drawmij's Instant Summons (page 87)
8	Metaglass	Glassteel (page 90)
9	Astral Bubble of Homeostasis	Temporal Stasis (page 93)

In that way, a spell-caster who knows any of the above listed classical spells (and has the **Disk**, and the appropriate spell components) has two spell casting options for that spell.

Optionally the DM may require the spell-caster to know a command word (corresponding to a rune when present on each point of the star) to have access to each of the variant spells. To get the command word for each variant spell may require adventuring and/or spell research.

Details on each of the nine variant spells are as follows:

Feather Fail

variant of Feather Fall

Level: Magic-user 1
 Type: Alteration
 Range: 100 feet/level
 Duration: 1 turn + 1 round/level
 Area of effect: Special
 Components: V, S, M
 Casting Time: 1/6 of a segment
 Saving Throw: negates

Variant Spell Components

- A feather from a flightless bird; or
- 5 pound salt encrusted anchor (reusable spell component)

Spell Details

The variant spell affects flying creatures having a total HD less than or equal to the spell-caster's level (e.g. a 6th level magic-user can affect 1 creature of 6 HD (e.g. cockatrice), or 2 creatures of 3 HD (e.g. harpy). Partial HDs are rounded up (a 1+1 HD creature counts as HD 2 creature).

Unwilling recipients of the spell are allowed a saving throw against spell.



The affected creature will begin to fall from the sky as if under a *Feather Fall* spell (i.e. slowly drop). However the affected creature will have some limited control over their horizontal direction of travel as they fall (e.g. gliding).

The affected creature will drop 10 feet per round + 1 foot per HD. (i.e. a 6 HD creature will drop at 16 feet per round). Projectile weapons receive at least +1 to hit those falling creatures.

When the spell expires, the affected creature can resume flying again. The spell has no effect on land or water movement, and has no effect on creatures falling (normally) under gravity.

Cancel Feather Fall Spell

The variant spell can also be used to remove the effect of the *Feather Fall* spell, when cast on a person/creature that is under the influence of that spell. To cancel the effect of a *Feather Fall* spell the caster of the *Feather Fall* spell must be of a greater level (not equal) than the person who cast the *Feather Fall* spell. That person/creature also gets a saving throw against spell.

The *Feather Fall* spell can also be used to temporarily remove the *Feather Fall* property from magic items that provides *Feather Fall* (e.g. **Ring of Feather Fall**) for the duration of the spell. The item receives a saving throw against spell.

The spell does not affect other forms of flying (e.g., kites, flying carpets, hot air balloons etc.)

Rope Trap

variant of Rope Trick

Level: Magic-user 2
Type: Alteration
Range: Touch
Duration: 2 turns/level
Area of effect: Special
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Variant Spell Component(s)

- A thread from a hangman's noose; or
- A blink dog's tail and phase-spider venom and (*AD&D Monster Manual*, pages 10 and 90)

Spell Details

The *Rope Trap* spell resembles the classical *Rope Trick* spell in outward appearance.

However, instead of the rope leading up to an inter-dimensional safe-haven, the variant spell inverts the location of the inter-dimensional space so that it is located below the rope (not above it), and in that way forms an inter-dimensional pit trap.

When the rope is pulled (or any reasonable weight put on the rope) the inter-dimensional pit briefly opens (like a trap door) and then closes again.

Anyone/thing within a 5 foot radius of the rope (+1 foot per level of the caster; limited to a maximum of a 15 foot radius) will fall into the inter-dimensional space. The rope also falls into the pit. The depth of the pit is 10 feet +

1 foot per level of the caster (limited to a 30 foot pit). Falling damage taken is 1d6 hp + D(spell-caster level) hit points. For example, a *Rope Trap* cast by an 8th level magic-user will do D6 + D8 hit points of falling damage. Clearly if a heavy object falls into the trap with the victim (e.g. a heavy chest) then there is an increased chance of further damage occurring.



The lower end of the rope (when initially cast) can be formed into a trip wire, attached to a door knob etc., and so used as a way to trigger the trap.

A few seconds prior to the expiry of the spell, the spell reverts to a normal *Rope Trick* spell (i.e. the inter-dimensional space re-locates to be where it would have been if a normal *Rope Trick* spell had been cast, i.e. the trapped victim(s) appearing in an inter-dimensional space above the place where the top of the rope would have been). Therefore, any victim in the trap has a brief window of time to exit the trap safely (i.e. by throwing down the rope from the inter-dimensional space and climbing down). Failing to do so prior to expiry of the spell will result in further falling damage.

Also, when the spell expires any objects that fell into the trap will also fall out again, possibly causing further damage.

The spell does not affect (large) fixed objects like walls, supporting columns, etc. The spell only generally affects non-fixed objects such as people, creatures, furniture etc.

Also, anything/creature/person that is only partly inside the trap when the trap-door closes will be rejected by the inter-dimensional space. For example a statue that is too tall (or wide) to fit within the trap will be rejected by the inter-dimensional space and remain unaffected by the spell, or if a potential victim manages to grab onto the mouth of the inter-dimensional pit before the trapdoor closes, they will find themselves appearing above the location of the inter-dimensional trapdoor. However, any items they dropped into the pit when they grabbed the edge of the pit will be inside the pit until the spell expires (possibly dropping the same on their head).

Generally, it is not possible for those inside the inter-dimensional space to interact with those outside of it



(until the spell expires). The inter-dimensional pit is dark and the sides of the pit are infinitely smooth and cannot generally be climbed.

Dispelling the spell - Spells like *Hold Portal*, *Dimension Door*, etc. will generally disrupt and dispel the *Rope Trap* spell, restoring any contents of the pit to their original location.

The *Rope Trick* spell cast on a *Rope Trap* spell will convert the *Rope Trap* into the standard *Rope Trick* spell (anyone trapped in the *Rope Trap* will then be free to exit the *Rope Trick* inter-dimensional space in the normal way). The reverse is also true, the *Rope Trap* spell cast on a *Rope Trick* will convert the *Rope Trick* into a *Rope Trap* (anyone taking refuge in the *Rope Trick* inter-dimensional space will take damage as listed above, as they unexpectedly tumble into the *Rope Trap*).

For example, if the caster discovers a narrow ravine blocking their path, they could cast a *Rope Trick* spell such that the top of the rope appears above the ravine. The caster could then swing across the ravine using the rope to get to the other side. If the caster wants to leave a nasty surprise behind him, he could then cast the variant *Rope Trap* spell on the existing *Rope Trick* (converting the *Rope Trick* into a *Rope Trap*). Anyone who then attempts to swing on the rope to get over the ravine (i.e. to follow the caster) will fall into the inter-dimensional space taking *Rope Trap* damage. Shortly before the spell expires the victim will appear in an inter-dimensional space at the same location as where the top of the rope was originally set (i.e. above the ravine), when the spell finally expires the victim will fall into the ravine from the height of the rope's original location.

Detect traps - As this 'trap' is magical in nature, it is not generally detectable to thieves as a trap (a successful detect trap roll will only tell a thief that the rope appears to be magical). However, a magic-user who knows the *Rope Trick* spell (they do not need to have memorised it) and who carefully inspects the rope (without triggering the trap), will realise that the spell is somehow 'incorrect' when a successful **intelligence check** is made (+1 for each full 5 levels of the magic-user). A further successful **wisdom check** (no bonus) will tell them that it is some sort of trap.

Infra-evasion

variant of Infravision

Level: Magic-user 3
Type: Alteration
Range: 10 feet/level
Duration: 6 rounds/level



Area of effect: Special
Components: S, M
Casting Time: 2 segment
Saving Throw: Negates

Variant spell component(s):

- A piece of ice; or
- The eyeball from a 'turned' undead creature

Spell details:

The spell can be cast on willing or unwilling participants and can be dismissed by the caster at any time. The classical spell *Infravision* will restore the infravision of an effected person/creature.



Willing participants - This variant spell causes willing recipients (1 per level of the spell-caster) of the spell to become invisible in the infravision spectrum (the spell does not affect normal vision or ultravision) for the duration of the spell. No saving throw is required for willing participants.

A spell-caster might use this spell on themselves (and persons in their adventuring party) to evade being seen by infravision seeing creatures.

Unwilling participants - The variant spell can be cast on unwilling participants, e.g. a group of hostile creatures (or, just one of those, like the leader of that group). The spell will affect 1HD of creatures per level of the caster (partial HDs of creatures are rounded up). That is, an 8th level caster can affect one creature of 8 HD or four creatures of 2 HD etc. The caster must be able to generally make out the location of the intended victims.

The caster must nominate how many/which creatures he wishes to affect with the spell – if the total HD of those unwilling participants exceeds the caster's level, the spell fails completely (the spell-caster will not know this except perhaps through the reaction of their victims, or unless the caster can see in infravision and so 'see' the results of their spell)

Each unwilling participant gets a **saving throw** against spell (-1 for each full 6 levels of the magic-user, but +1 for each full 20 feet the caster is away from the victim).

However, if the caster is touching the unwilling participant upon completion of the spell, then there is no saving throw (and the HD restriction is doubled).

For example if 5 of 12 goblins are affected by this spell, those 5 goblins cannot be seen by anyone in that group (using only infravision), whereas the remaining 7 goblins are visible to all the goblins in that group. Therefore, in a group situation this can cause confusion as others can hit or bump into these 'infravision-invisible' creatures, and/or can be unnerved by the apparently disembodied voices.

Rary's Mnemonic Randomiser

variant of Rary's Mnemonic Enhancer

Level: Magic-user 4
Type: Alteration
Range: Touch/self
Duration: Special
Area of effect: Special
Components: V, M
Casting Time: 1 turn
Saving Throw: None

Variant spell component(s):

- A snake from a medusa's head, and the distilled slime from a gelatinous cube; or
- Drinking a vial of kobold spittle, where that spittle has been given willingly by the kobold to the spell-caster (i.e. no threats, tricks or enchantments can be used to obtain the spittle), and where no lie is spoken to the kobold by the spell-caster at any time.
- The vial of kobold spittle will only work as an active spell component as long as the kobold is alive and where no one else knows of the vial's existence or how it was obtained.
- A single kobold cannot give more than two vials of spittle at a time, and must wait at least 6 months before being able to give any further spittle.

Spell details:

The variant spell is the same as the classical spell, but where no level cap applies.

That is, this spell grants to the caster three additional spells, but where the sum of the levels of those spells can exceed three. However, the level of each spell that can be additionally gained is determined randomly, and there is a risk that no additional spells will be gained.

The spell level for each of the 3 additional spells is determined randomly as follows:

Spell Level table

d00	Level
01-35	1
36-60	2
61-75	3
76-85	4
86-90	5
91-94	6
95-97	7
98-99	8
100	9

For example a 9th level magic-user casts this spell and the player rolls 62, 87 and 98, then the character would in theory be entitled to memorised 3 additional spells of Level 3, Level 5 and Level 8. However since a 9th level magic-user cannot cast an 8th level spell this additional spell slot cannot be filled, and so would in effect be lost. Also, if for some reason the magic-user did not have a 5th level spell in their spell book, then this additional spell slot cannot be filled either, and so would in effect also be lost. Clearly this variant spell is most useful to magic-users of higher level, however, see '**spell grafting**' below.

Restrictions: When the variant spell is cast, any spells that have previously been gained through the variant spell (or through the classical version of this spell) are wiped from the recipient's memory. In that way the magic-user cannot cast this spell two (or more) times, to build up a large bank of additional spells. However, if the caster is unhappy about the spells gained, they could re-cast the spell (if they have it) and hope to get a better set of spells the second time round.

The DM may add the further restriction that the spells gained are copies of spells already memorized by the magic-user, rather than any new spell that could be memorized from the spell-casters spell book.

Spell grafting: The spell can also be cast on a single willing participant (i.e. instead of on the spell caster), e.g. a friendly magic-user or illusionist of any level who can then potentially gain the three spells in the manner described above. For example, a spell caster who has learnt this spell twice could cast the spell once on themselves and once on a friendly magic-user or illusionist. Although an illusionist cannot themselves learn this variant spell, they can benefit from its effect (if



the variant spell is cast upon them). The spell does give clerical or druidical spells.

Optionally – if the spell caster gets 'three of a kind' (e.g. three first level spells), the player gets another roll to gain an additional spell. If cast on an enemy spell-caster, one spell is wiped from the enemy's memory as determined randomly in the table above, if they fail a **saving throw** against spell.

Airless Water

variant of Airy Water

Level: Magic-user 5
Type: Alteration
Range: Same as Area of effect
Duration: 1 turn/level
Area of effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Variant spell component(s):

- A whale tooth (reusable); or
- A bubble (e.g. a soap bubble) burst with a silver pin (the pin being reusable)

Spell details:

The variant spell removes all dissolved gases from a body of water including dissolved oxygen. The dissolved gases bubble away at the surface of the body of water giving it a very unnatural appearance. In theory, the spell will affect any non-viscous liquid (e.g. alcohol, but not honey).



Creatures that cannot escape from the area of effect in time (and that need those gasses to respire, e.g. creatures with gills) will suffocate.

This spell might be used to kill fish for food, or might be used to kill/drive off dangerous aquatic animals, e.g. to allow the caster to cross a body of water more safely.

However, the spell is not dangerous to creatures like dolphins or crocodiles (that come to the surface to

breathe), however, these creatures may be unsettled by the unusual bubbling effect and leave the area. The surface bubbling effect could be put to other uses e.g. used as a diversion, scare superstitious villagers, or simply to put a light fizz in the party's ale. The bubbling can also disturb bottom sediments so reducing the visibility of the water.

Area of effect - The variant spell is cast on a body of water (or similar liquid), the affected area fitting within a cube having sides that are equal to 10 feet per level of the spell-caster. Obviously, any water not fitting within the confines of that cube is not affected. The spell-caster can affect a smaller volume of water, but that volume must still fit within the confines of the defined cube, e.g. a 12 level spell-caster (who can effect a body of water that fits within a cube having sides 120 × 120 × 120 feet) cannot affect a volume 240 × 60 × 60 feet, only 120 × 60 × 60 feet of that water would be affected.

This spell works best on still bodies of water (e.g. pools) where the de-gassed region of water cannot mix rapidly with any unaffected regions of water.

Elemental creatures - Creatures made exclusively of water, such as Water Elementals, take D100 hit points of damage from the spell as their body in effect bubbles and bursts. These creatures get a saving throw against spell.

Similarly, heavily water-based creatures such as slimes, jellies, gelatinous cubes will receive D6 HPs of damage and + 1 hit point per level of the caster (if they fail their saving throw against spell) e.g. D6 +9 for a 9th level caster.

Creatures made exclusively of air, such as Air Elementals, must make a saving throw against spell, or they will be dissipated by the spell (i.e. they become very defuse and insubstantial) for D100 rounds. The affected air-based creature can take no action during that time, needing that time to reconstitute themselves. If the dissipated air-based creature is exposed to a strong blast of air, it will become so dissipated and insubstantial that in effect it is neutralized, taking D100 weeks to D100 years to reconstitute itself (depending on the strength of the gust of air and the size of the space it is blown into). The DM may choose to award XP for 'neutralizing' the creature in this way.

If the spell is cast on creatures made exclusively of fire such as Fire Elementals, those creatures blaze into an inferno gaining D100 hit points. Those additional hit points last for D100 rounds, after which time, if the creature's hit points exceed the creature's maximum theoretical hit points for that creature, the creature's hit points will drop to that theoretical maximum hit point

value. While these creatures are in this 'inferno' state they gain +2 to hit, and do an additional D10 hit points of damage on any damage roll.

The spell does not affect (normal) living creatures, or creatures made exclusively of earth such as Earth Elementals.

Integrate

variant of Disintegrate

Level: Magic-user 6
Type: Alteration
Range: 1 foot/level
Duration: Permanent
Area of effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: Special

Variant spell component(s):

- A chip of stone taken from a petrified creature; or
- A coin that has been pick-pocketed within 60 days prior to the casting of the spell, and that has not been used in an honest commercial transaction since. Good aligned characters will need to work around this restriction, perhaps catching a pick-pocket in the act!

When this spell is used on living creatures, the spell component must be placed on the body part being '**donated**' for the duration of the casting of the spell.

Spell details:

The variant spell provides somewhat the opposite effect of the classical spell. That is, the spell can be used to restore ~~missing parts~~.



The spell is normally used on non-living objects, but can also be used on living creatures.

The variant spell is one of the few known spells to be strongly influenced by the alignment of the spell-caster.

When cast on non-living objects: Any missing part from a non-living object can be reformed. For example, the missing arms of a statue can be re-formed, a broken door handle, a missing lever, or the gap in a collapsed bridge can be restored. While the spell could restore part of a broken sword, any magic ability of the sword is not likewise restored.

The caster must have some idea of what is being restored. A caster cannot restore a key for a lock unless he has (i) part of the key and (ii) knows what the key should look like. In the same way, the caster can add arms to a statue, but these will only look like the original arms if the caster knew what those original arms looked like. Oddly, the spell does not work on precious metals or precious stones, if used on these, the restored material will be made of steel and colored glass respectively. The spell cannot be cast more than twice in a 60 day period.

Alignment restriction when cast on a non-living object = none

Cast time = 3 segments

Area of effect = the volume restorable is a volume fitting within a cube having sides equal the 1 foot per level of the caster. A 16th level caster can reform a broken wall fitting within a cube having sides 16 × 16 × 16 feet, but could not restore more than 16 feet of a broken bridge span.

Saving Throw: None

When cast on living creatures - The variant spell can be used to re-generate (small) body parts of a living creature – e.g. an eye, hand, toe, forearm or the lower leg (generally not more than one cubic foot of living matter). Vital organs (such as the heart, liver, brain etc.) or larger body parts (e.g. whole legs) cannot be restored.

To restore a body part, a '**donor**' is required to act as a template.

Restrictions when cast on living creatures:

The chance of the spell working is strongly alignment dependent (see below).

The spell may not be cast more than three times on the same recipient and/or donor (regardless of the failure or success of the spell).

The recipient of the body part gets a copy of the body part donated by the donor, and so the donor and recipient need to be similar creatures e.g., a human might receive an eye from a half-orc (and in that way could end up with one eye that sees in infra-vision) and a drow-elf spy could receive the light coloured hands from an elf



(possibly to better infiltrate the upper-world). However, an elf will be hard pressed to receive any body part from an orc. Generally, creatures that can inter-breed are compatible e.g. orc/human (i.e. can make half-orcs) elf/human (can make half-elves) etc. However, a halfling would not be able to get a titan's hands! The DM might choose to add a modifier based on how similar/dis-similar the donor-recipient pair are.

Neutrally aligned casters - (i.e. Lawful Neutral, True Neutral or Chaotic Neutral) cannot cast this spell on living creatures, changing Nature in this way is totally abhorrent to them. If they want to cast this spell on a living creature, their alignment must be changed to be good or evil (depending on the altruistic/selfish motivations behind using the spell) e.g. from chaotic neutral to chaotic good (or to chaotic evil).

Good aligned casters - (i.e. Lawful Good, Neutral Good or Chaotic Good), the donor of the body part must be willing to donate the body part being donated (that is, a good aligned caster cannot force/trick a donor into giving up any body parts)

Cast time: 4 turns.

The chance of the spell working is: 60%; + the CON of the recipient; and +1 for every 3 levels of the caster.

Evil aligned casters - (i.e. Lawful Evil, Neutral Evil or Chaotic Evil) generally have a lower chance of making this spell work with willing donors than good aligned casters.

Cast time: 8 turns.

The chance of the spell working is: 40%; + the CON of the recipient; but minus 1 for each level of the caster. For some reason higher level evil spell-casters struggle to make this spell work with willing donors.

Non-willing donors - Evil magic-users also have the option of using a **non-willing donor** (e.g. a prisoner).

Cast time: 1 day

The chance of this spell working with a non-willing donor is: 60%; + the CON of the recipient; +1 for every 3 levels of the caster; but -2 for each CON of the non-willing donor. For some reason higher level evil spell-casters have a better chance of making this spell work with non-willing donors (and if the donor is in poor health), probably because taking a body part in this way is in keeping with an evil act.

However, if the spell fails using a non-willing donor, the spell-caster, the recipient and the donor each loses 1 CON point.

Also, even if the spell works using a non-willing donor, the spell-caster still has a chance of losing 1 CON point, that chance is equal to double their level e.g. a 18th level spell-caster has 36% chance of losing a CON point when the spell works.

Chance of donor keeping the donated body part - as the donated body part is a copy of the original, the donor has a chance of retaining the body part being donated. The chance of keeping the body part is not dependent on whether the recipient successfully gets a copy of that body part (or not).

The percentage chance of keeping the body part is equal to the donor's CON score, e.g. if the donor has a CON of 15, then the donor has a 15% chance of keeping their body part.

When the donor is a **willing donor** that chance is doubled.

When the donor and the recipient are both **good aligned** the probability is doubled (again).

When the donor and the recipient are exactly the **same good alignment**, the donor has two chances (i.e. two rolls) to save the body part.

For example, if the donor has a CON of 15 and the recipient and the donor are both Neutral Good, the probability of the donor keeping their donated body part (irrespective of whether the spell works or not) is: 15%; × 2 (because the donor is a willing donor); × 2 again (because both donor and recipient have good alignments) = 60%; and if the donor fails their first roll, they will get a second chance to save the body part (because both the donor and recipient have exactly the same good alignment).

Non-living creatures - if an evil magic-user casts this spell on non-living creatures (e.g. undead, golems, etc.), those creatures are restored to their maximum theoretical hit points, the restrictions applying to casting this spell on 'non-living objects' above apply when casting this spell on non-living creatures (e.g. no donor is required). If a good aligned magic-user casts this spell on non-living creatures, then the spell acts like the clerical ability 'turn undead' (see Dungeon Masters Guide, page 75), as if the caster were a cleric having a level that is 4 levels below the magic user's level. The same is true of neutral aligned spell casters, but as if the caster were a cleric having a level that is half the level of the magic-user (rounded down). Non-living but not undead creatures (e.g. a golem) can be "turned" as if those creatures were a lich.

Drawmij's Instant Dismissal

variant of Drawmij's Instant Summons

Level: Magic-user 7
Type: Alteration
Range: 1 foot/level
Duration: Permanent
Area of effect: Special
Components: V, S, M
Casting Time: 3 rounds
Saving Throw: Negates

Variant spell component(s):

- A rod of finely wrought platinum worth 2000 PP (about 1000 worth of platinum metal and 1000 PP worth of fine workmanship, usually elven or dwarven work and will take at least six weeks to make).
- After the spell is cast the rod will be found with the 'dismissed' object, and therefore potentially lost (the rod is otherwise reusable); or
- The caster must be wearing the ears of an ass and the tail of a donkey (in approximately the corresponding anatomical locations) at the time of casting, and for at least two weeks prior to the casting of the spell.
- The ears and tail must be externally visible during that two week period and during casting.
- The ears can be affixed to the caster's headwear and the tail to the seat of the caster's clothes or mounted on a belt.

Spell details:

This variant spell will cause a single non-living item to be dismissed to a '**dismissal location**' remote from the location of the spell caster.



Possession and Location - The object flies into the air before vanishing to the dismissal location. That location is usually at least a week's travel away.

The dismissal location will be a place well-known to the person '**possessing**' the object (i.e. who the object belongs to) at the end of the spell casting. That person will also instantly know where that object has been dismissed to. For example, the object may be dismissed to the person's homestead, home village, place of worship, or even the last inn they stayed in. The object will tend to arrive in a location that is safe and discrete (e.g. under a bed) and unharmed, rather than appearing on the bar of a tavern.

Since the dismissal location is determined by the person (or creature) possessing the object at the completion of the spell, it is important to determine who that person/creature is. That person is usually obvious, e.g. the person holding or wearing the object.

If the object is being held by two (or more) people, it will 'belong' to (i.e. be 'possessed' by) the first person to hold the object being held. If the object is not being held/touched by anyone, then the object will either be possessed by the last sentient being to have touched the object and who is within 15 miles of the object, or failing that, it will be possessed by the closest sentient being to the object when the item was dismissed (this may be the spell caster).

Restrictions - The spell will only affect an object that is visible to the caster (or being touched by the caster) and that is within a range equal to 1 foot per level of the caster, and will only effect small to medium sized items e.g. a weapon, book, helm, shield etc. It will for example not work on a large chest, door or a full suit of armor etc. The spell cannot be used to dismiss only part of an object e.g. the lid of a chest, a portion of a suit of armour or part of a bridge. The spell will not affect more than one object (unless those objects are deemed to constitute a single whole, e.g. a purse with the money in it, a potion inclusive of the glass bottle and stopping cork, etc.).

Willing participants to the spell can elect the place that the object will travel to by thinking about that location when the spell is cast. The spell-caster generally does not have control over the destination of the object being dismissed, except of course if they are casting the spell on an object they are in possession of.

Unwilling participants to the spell get a **saving throw** against spell to resist the dismissal of their item, provided that they are holding (wearing, carrying etc.) the item.

Metaglass

variant of Glassteel

Level: Magic-user 8
Type: Alteration



Range: 1/2 foot/level
 Duration: 4 + D6 rounds
 Area of effect: Special
 Components: V, M
 Casting Time: 1 segment
 Saving Throw: Special

Variant spell component(s):

- Breaking of a perfect mirror (i.e. a mirror free of scratches, cracks and chips and worth at least 500 GP, and of any size) with a metal object made of the same material to be transformed into glass by the spell. The caster must be looking at the object in the mirror when casting the spell, breaking of the mirror is done as the final stage of the casting process.
- For example, to transform a gold statue so that it has the same brittleness as glass, a gold object (like a gold piece) must be used to break the mirror. To make a steel sword brittle as glass, a steel object is required to break the mirror, e.g. using a steel dagger.

Spell details:

The Metaglass variant spell temporarily transforms a metal object to have the same brittleness as glass.



The transformed object otherwise appears to be unaffected, with the exception that if the object is tapped it will give off a crystalline sound.

For example, if the spell is cast on a steel sword that sword will almost certainly shatter the first time the sword hits a solid object in anger (**saving throw** can be dispensed with if it is obvious that the item would shatter). If the spell is cast on the bronze hinges of a large door, those hinges will probably crack. If the spell is cast on a large gold ingot it can be broken up and more easily carried off.

When the spell expires the transformed metal will revert back to having its normal physical properties.

Magic items - If the variant spell is cast on a magic object, that magic object gets a **saving throw** against spell with a

save modifier equal to $\times 2$ its magic bonus, i.e. a +5 Holy Avenger will get +10 on the save and a +2 shield gets a +4 on the save. The metal object used to break the mirror does not need to be magical to effect magical objects.

Metal-based creatures - If this variant spell is cast on a creature made (wholly) of metal (e.g. an Iron Golem) that creature's AC is increased by +7 (e.g. from AC 3 to AC 10) for the duration of the spell, reflecting the brittleness of the creature. The affected creature can also be harmed by non-magic items, and it will receive double damage from any hits taken, as these hits count as critical hits. The creature gets a **saving throw** against spell, with a save modifier equal to half of the creature's HD rounded down (i.e. a 7HD creature gets a +3 save modifier). It is still a requirement that the caster use a metal object to break the mirror that corresponds to the metal creature to be affected (i.e. iron to affect an Iron Golem). It will be at the DM's discretion to decide if a steel object can be used to affect an Iron Golem. Of course, for the brave, the mirror could be smashed against the golem!

Glass-based creatures - If the spell is cast on a creature made (wholly) of glass (or of crystal/mineral), that creature will gain D4 hit points per level of the caster.

Side effect - The spell has an unfortunate side effect of giving 'bad luck'. The caster of the spell will receive -1 on their next 7 (important) **saving throws**, this bad luck will also expire after 7 years (if that occurs sooner). This side effect cannot be removed by artificially trying to trigger the bad luck, e.g. juggling eggs blindfolded in a busy tavern. The DM should reserve these negative rolls until they are important/matter. Casting the spell again will reset the number of unlucky rolls back to 7 (i.e. the number of unlucky rolls never exceeds 7, no matter how often the spell is cast by the caster). A wish can remove the unlucky streak. It is at the DM's discretion if the player is told of this side effect.

Astral Bubble of Homeostasis

variant of Temporal Stasis

Level: Magic-user 9
 Type: Alteration
 Range: Special
 Duration: 1 day/level of caster
 Area of effect: 10 foot radius
 Components: V, S, M
 Casting Time: 1/6 of a segment
 Saving Throw: None

Variant spell component(s):



- A blown dragon egg that is crushed during the casting of the spell. The resultant (thin) Astral 'bubble' glows faintly of the colour of the dragon from which the egg was taken.

Spell details:

The variant spell temporality brings an Astral bubble in to the Prime Material Plane having a radius of 10 feet that expands from the location of the crushed dragon egg. The bubble in effect 'cuts' the Prime Material plane into two portions, a portion inside the bubble and a portion outside of the bubble.

The bubble will shape its external surface to exclude any living thing that would otherwise lie partly outside of the bubble.

Outside of the bubble time appears to stop totally, but inside the bubble time appears to continue normally. In fact, scholars speculate that time inside the bubble is being accelerated many thousands of times its normal rate (time dilation in the Astral Plane is 365,000 times that of the Prime Material Plane, see Manual of the Planes, page 6), giving an observer inside the bubble the impression that time has stopped on the outside of the bubble.

The spell lasts 1 day per level of the caster, unless voluntarily dismissed by the caster first.

Those inside the bubble can do nearly anything they wish to do as long as they remain inside of the bubble e.g. they can rest, memorise spells etc.

Anyone passing from inside of the bubble to the outside of the bubble (while the spell is in effect) will be frozen in time (appearing just outside of the radius of the bubble) until the spell expires.

Projectiles - It is not possible to pass/shoot/throw objects out of the bubble, those physical objects hang in the air partly outside of the bubble, and when the spell expires they will simply drop to the ground (regardless of the speed that

they were traveling at when they were 'frozen' in time). However, when the spell expires, all other objects that were outside of the bubble when the spell was cast will resume their motion.

Magic - Using magic (e.g. a spell, wand etc.) inside the bubble that is intended to have some effect outside of the bubble (e.g. magic missile, Drawmij's Instant Summons, wand of lightning etc.) will instantly dispel the bubble the moment that magic is enacted (e.g. at the end of casting of a spell or the moment a wand is used), and normal time will be resumed. It is the DM's discretion to decide if the magical effect is also disrupted and fails. However magic that takes effect solely within the bubble will not dispel the bubble (e.g. cure light wounds).

Movement - Once per day, the caster of the spell can cause the centre of the bubble to move up to 1 foot in any direction. However, no living creature can be brought into the bubble during that movement, the bubble changes shape to exclude them.

Side effects - A side effect of the spell is that each time a person spends at least 6 turns inside the bubble they appear to be one year younger, whereas they will have actually aged three years i.e. a 50 year old magic-user spending 2 days in the bubble will appear to be 49, but will have the health and mind of a 53 year old. The massive temporal dilation is thought to cause this side effect. Also, there is a chance (10% + the number of whole days the caster spends inside of the bubble) that the magic-user's skin (or a portion of it) will take on a translucent sheen the colour of the dragon from which the egg was taken.

Dragon Wrath - A further side effect of this spell is that any dragon within 15 miles of the spell when the spell expires will age D20 years and take D20 hit points of



damage. Such a dragon will be aware of the rough direction and distance of the spell when it was cast, and will seek out and try to destroy the caster. Dragons that are the same colour as the egg that was crushed in casting the spell will age a further D100 years and have '**Dragon Wrath**', that is, a blind hatred of the caster, and will seek to destroy the caster at nearly any cost to themselves. Dragon Wrath expires after 1 day (after the expiry of the spell), and is replaced by a simmering hate that will never expire.

Dragons which are not the same colour as the egg crushed in the casting of the spell do not get Dragon Wrath, but will be keen to extract revenge nonetheless. Those dragons will be aware that a high level spell-caster must have cast the spell and may decide to stalk the caster (and any party they are in) to assess their strength before attacking, and may even decide to leave the caster alone (or do a simple hit and run, and/or wait for a better time, e.g. a planned ambush). Two or more dragons affected by the spell will invariably put aside any rivalry to work together to kill the spell caster.

The following list may be used to check for dragons being within 15 miles of the spell (and so affected by it):

- Urban area = 0.1% (number of dragons affected = 1)
- Frontier of a wilderness area = 1% (number of dragons affected: 95% = 1, 4% = D2, 1% = D4)
- Wilderness area = 3% (number of dragons affected: 95% = 1, 4% = D3+1, 1% = D4+2)

Dragon Colour – typically this will be determined by the terrain e.g. tundra/artic = white dragon; forested = green dragon etc.

Dragon age – this may be determined randomly according to Monster Manual I, page 29 (however, a large group of dragons is likely to be a female with young, and a pair are likely to be a male and a female). Note, each dragon will be subject to the aging rule above, and so will gain any associated hit points if they enter a new age bracket.

Rumours

It is reputed that Leah and Cim destroyed themselves working on a variant spell for lich-dome. Further rumours say that Leah and Cim exist to this day as liches working on the making of further variant spells with the ultimate goal of making a single magic item that gives access to variant spells for each of the classically known spells. Some say that the liches Leah and Cim, through their minions and intermediaries run a black market

trade in lesser versions of these magic items (generally altering just one classical spell, or rarely a three-pointed star that can effect three spells), to fund their continuing research. These items are apparently not restricted to the Alteration school of magic, but if affecting more than one spell, those spells will be in the same school of magic e.g. Evocation. Access to this black market is very limited and not for the faint hearted. It is said unwary magic-users have been kidnapped and forced to test new and dangerous variant spells for Leah and Cim until their death, or are sent questing for new spell components. Some say Leah and Cim will even lease these magic items along with an unlabeled bag of a variant spell component (enough for a few) spells in exchange for tasks, quests and favors. It is said that Leah and Cim endlessly thirst for unusual spell components to test in their variant spells and will trade for these. Some say the Leah and Cim even have willing apprentices that work with them also.

There is also a rumour that the nine-pointed star of the disk can be divided into nine separate points (add/or three three-pointed stars) by some subtle physical manipulation of the disk, and each point can be used to cast one of the variant spells. A partially burnt letter that has been attributed to Cim (but this remains unconfirmed) indicates that to cast a higher level variant spell each of the points that control the lower level variant spells are required to be assembled into a (partial) star. In that way if a caster had all of the points of the disk except for the Airless Water spell (i.e. for level 5), then that caster would only have access to the variant spells for levels 1 to 4 (despite having the points for levels 1 to 4 and 6 to 9).

Another rumour states that each point of the star (when divided or not) has a special command word that must be discovered before access to each spell can be granted.

Previous owners of the disk have not been inclined to confirm or deny any of these rumours, and generally do not even acknowledge the ownership or even the existence of the disk.

A particularly dark rumor circulating amongst magic-users and the criminal fraternity is that Leah collated the worst and most dangerous backfiring spells into a slim volume entitled "Arcane Assassination". The book apparently details how to eliminate a spell-casting rival by meddling with the rival's spell components. The book includes chapters on the best method of doing this including bribing domestic servants and hiring the local thieves guild to swap the classical spell component with the dangerous variant spell component. Some high profile deaths of high level magic-users have been



attributed to this book. Assassins Guilds would pay a pretty price to obtain those dangerous variant spell components (which otherwise resemble the true spell components), and will pay nearly any ransom for a copy of the book itself. These dangerous backfiring spells are said to include a fireball that detonates at the location of the spell-caster, teleportation of the caster into one of the hells naked, and turning the caster into a gibbering imbecile, and other fates that are apparently worse.

The most eminent scholar on this subject, Sage Quantock, believes that while Leah and Cim still work together and share the same phylactery, they now actually hate each other and are bitter rivals, each striving to outdo the other, and would happily see the other (fully and finally) dead. Sage Quantock has speculated that Leah and Cim's phylactery is in fact in (or part of) a powerful magic energy regulator, perhaps a gemstone capable of fitting within the thumb-size hole in Leah Cim Disk of Altered Alteration.

Ribs of Tan-Eck

After decades of research, the necromancer Tan-Eck produced a terrible weapon, daggers that bear his name. The blade of each dagger has a blade fashioned from the rib of a sentient creature and enchanted to values of +1, +2, or +3.

Any sentient humanoid creature stabbed with one of these daggers must save vs. death magic. Failure means that the victim's flesh is infected with a rapidly spreading necrosis which kills the victim in 1d4+1 rounds. This saving throw is modified by the plus of the blade, e.g., a +1 dagger causes the victim to save at -1.

Following death the victim will rise in 3d4 rounds as one of the following types of undead:

<u>1d20</u>	<u>Monster</u>
01-08	zombie
09-14	ghoul
15-17	ghost
18-19	wight
20	vampire

The newly minted undead is fully under the control of the possessor of the dagger, but the intelligent ones will resent their position. Should the wielder lose control (possession) of the dagger the intelligent undead will use the first opportunity to kill its former master. Zombies will attack the nearest living creature and continue until destroyed.

If the victim receives a *Bless* spell or stronger magic from a cleric of at least 5th level before dying the process is stopped, although the victim is reduced to 1 hp. Once killed by the contagion, the victim cannot be *Raised* nor *Resurrected*, although a *Bless* spell on the corpse will prevent them from rising as undead.

Each dagger will produce 1d10+10 undead. After the last is created the dagger crumbles to dust, which does not bode well for the wielder.

Use of one of these daggers by good or neutral creatures may shift alignment towards evil, with the corresponding drawbacks.

GP value 10,000; XP value 500 *by Bryan Fazekas*



Arrow of Blackness

This arrow is of +2 to-hit and damage. When it strikes a target it sheds Darkness as per the spell in a 10' radius. This effect last 2d4 rounds or until dispelled by Light or Dispel Magic. If the target is killed the Darkness persists until the duration runs out or it is dispelled. Typically groups of 1d4+1 arrows will be found at one time.

GP value 2,000; XP value 75 *by Bryan Fazekas*

Arrow of Charming

These arrows are +3 to hit but cause no damage. The victim is affected as per the Charm Person or Monster spell, with no saving throw allowed, although the caster must successfully roll to hit. The charm effect lasts 6d6 turns. The magic of the arrow is expended when fired, even if it does not strike.

GP value 500; XP value 100 *by Bryan Fazekas*



Tactical Magic: Generating Magic Items and Spells for a Party

by Ian Slater

What to do when creating a pre-generated party?

I recently had the opportunity to run seven players through module S3 – *Expedition to the Barrier Peaks* as a one shot adventure. In order to do this I pre-generated 14 characters, varying in level from 6th to 12th, and equipped them with magic items and spells.

However, rather than doing what I would normally do, which would be to pick items and spells, I decided to roll randomly for everything, spells, magic items, etc. What made this interesting was that this was a high level party, so the expectations were for a decent amount of magic, and at that level magic can really shift the game. Get the right item and a hard dungeon can be easy.

I decided to do everything randomly to maintain some sense of objectivity about it. I knew the module, and what items would be helpful, but I didn't want to make it too easy, or make it too hard either. So random rolling fit my needs. I wasn't sure how to do this, so I opened up my trusty *AD&D Dungeon Masters Guide* (DMG) to Appendix P – How to Create a Party on the Spur of the Moment. It helps with magic items, spells I had to improvise!

What interests me about Appendix P for the purposes of this column is the way magic is generated, not stats, race, etc. The main limitation of Appendix P is that it is designed to choose from a narrow range of options to keep it streamlined, but if you used this for a whole party they would start to look the same. This is exactly what happened to me when I used it as written. So I expanded the options in a few easy ways to make this more varied. I'll show you what it produced when I'm done and you can be the judge.

Part 1 – Magic Items

The assignment of magic items in Appendix P of the *DMG* is broken into tables, and each table deals with different needs.



A. Protective Items Table

Tables are organized by class, you get a % chance for a shield, various kinds of armor (plate, banded, chain, leather), or protective devices (ring of protection, bracers).

First things first, if you run a game where you use armor that is not in these categories, or you just want a wider range of armor choice (for example, say you want splinted to be possible), you can have the columns count for more than one kind of armor, e.g. the chance of getting splinted could be set to the same chance as that of getting banded.

On to the table.

First, you have to pick your column, you can roll for magical chain, but that's the only roll you get. If you fail it you don't get to roll for something else. Each class has a percentage chance of getting something, a fighter has a 6% chance per level of getting **Plate Mail +1** and a 10% chance per level of getting **Chain Mail +1**. So a 5th level fighter has a 30% chance of getting magical plate or he has a 50% chance of getting magical chain. Pick your column and roll.

However, if you have greater than a 90% base chance of getting the item (based on your % chance per level by class) you add the amount greater than 90% to another roll (base 1% per level) to determine chances of getting an exceptional item. So your **Shield +1** could be +2. If you get this, then you roll a straight 1% per level to see if it's +3.

So take a case in point. A 9th level ranger has a 135% chance of getting **Chain Mail +1**. So he has that. Then you take the amount over 90% (45%) and add 1% per level (9%) and you get 54% chance of having an "exceptional" chain mail, e.g. **Chain Mail +2**. Say he rolls that, he rolls a final time to see if he gets even more exceptional chain mail, e.g. +3.

For me, with high level characters, this gave us a few +2's and a few +1's. For a mid-level party I could see this being a bit dire. A 5th level fighter would have a 50% chance of having **Chain Mail +1**, that seems to me to be a bit weak. The other thing to consider is that no matter how you roll, this system will not give you more than +3 armor. That may be fine by you or may not be, but it is worth knowing. And note that the monk is not on the table, even though a monk can use **Bracers of Defense** or a **Ring of Protection**.

So there are two possible changes here. First, you can have the base "+" for the first roll be +2 for higher level characters, then +3 and +4 are possible with two subsequent successful rolls. Otherwise, I would suggest allowing the second (or third) roll to be for a shield – or armor if shield has already been rolled – rather than adding another "+" if so desired. So if the 9th level ranger went for the **Chain Mail +1** and rolled the second % as well (54%) he could opt for **Chain Mail +2**, or **Chain Mail +2** and a **Shield +1**.

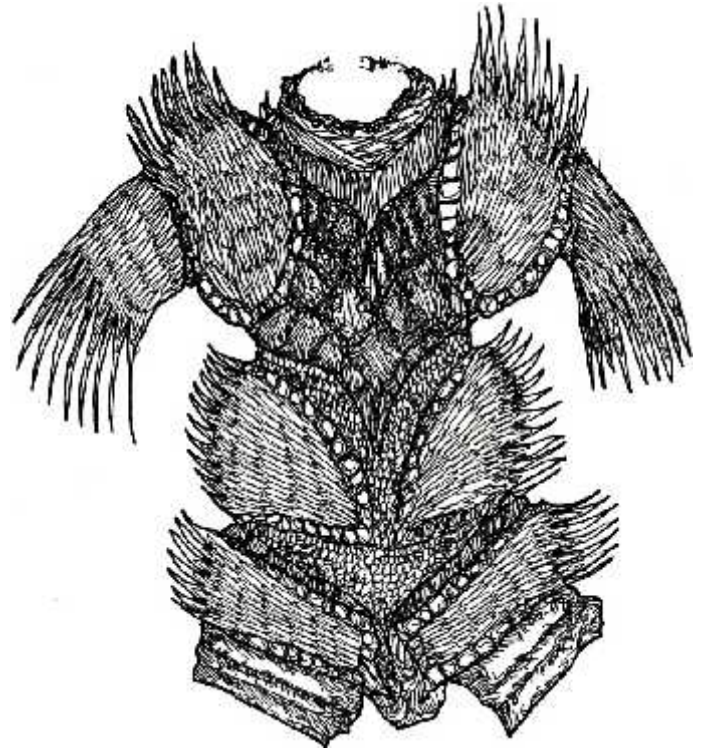
B. Weapons Table

The weapons table lists the following options: dagger, sword, mace, battle axe, spear, bow, 15x **Bolts +2**. As with the armor table, I prefer to assume these are categories, e.g. short blades, swords, bludgeoning weapons, axes,

pole arms, missile weapons, that sort of thing. Basically roll and pick by flavor. BTB it's long sword or short sword by height, and scimitars for druids, that's it.

The numbers work the same way as the armor, percentage by level, and pick one column only to roll. However, on the weapon table, I have an issue with this. I can live with only having magic armor but no magic shield, I can't live with one magic weapon for everyone, that doesn't make sense to me.

So I decided to muck with the system.



The weapons table uses the same mechanic as the armor table, roll your base percentage, if that hits, roll again against a 1% per level chance to get the "+2" option, or, if your base chance was greater than 90%, you roll a chance of (amount greater than 90+1% per level), if this scores you roll your 1% per level to get a max of a +3 item.

Now, the appendix gives you the option of, instead of taking a +2 weapon when you roll the second percentage, you can add a special ability, like a **Sword +1 Flame Tongue**, if you hit the second time, you could take +1, then +2 then make it a giant slayer.

There are two issues I can see here. One, from what the book seems to say if you got a **Sword +1** and made it a **Flame Tongue +1**, it would not get the subsequent +2, +3 and +4 as is listed for a **Flame Tongue** (I may be reading this wrong, but that is the implication).

So the first change I would make would be to allow the whole hog. If you roll a **Sword +1**, and you roll the



second percentage for an exceptional sword, I would then roll randomly on the sword table to see what exceptional sword you would get. So for example, say I decide to forgo the guaranteed +2 and I roll on the sword table instead, I roll and get a sword +1, +4 versus Reptiles. So the idea is that you can take the +2 and walk away, or roll again to get something better or maybe get something worse or cursed.

I think that's a fair trade off. It means that it is possible to get a **Sword +4**, if you don't make this change or another the system as written won't allow that.

The other change I made was to allow for multiple magical weapons. If you roll BTB you get one, possibly exceptional, but one. Instead, when someone rolled their second percentage (keep this easy and consider a 5th level character that rolls a **Sword +1**, then rolls his 5% chance and gets it). He can do one of two things, either take a **Sword +2**, or take a **Mace +1** instead. For a high level character that rolls three times, they could conceivably get three +1 weapons, a +2 and a +1, one +3, or an exceptional sword.

As long as there is a chance for an exceptional weapon of some kind, I'm happy with the table. And the other caveat was that there was no rolling a weapon the character was not proficient in, if they had the magic version, they had the proficiency.

C. Scrolls Table

I found this one hard to interpret, but my best guess is that BTB, unlike the weapon and armor table where you get one roll on one column of your choice, on the spell table you get one roll on each column applicable to your class. Your choices are protection scrolls, a scroll of 1 spell and a scroll of 3 spells. Things vary by class, a druid gets to roll for all three, a magic-user cannot roll for protective scrolls. Also, if anyone rolls a scroll of 1 spell, or a scroll of protection, they don't get to roll for a scroll of 3 spells.

Level of spells also varies, a magic-user's scroll of 1 spell is 1-4th level, his 3 scroll spell is 1-6th. For a cleric it's 1-3 and 1-4.

So a few things concerned me about this.

One, you are limited to 3rd level spells for many, 4th for some, and 6th for magic-users. No thanks. One of the great joys of D&D is having a low level MU cast a high level spell. Can't be missing out on that. So I had the player roll on the scroll chart when this came up. Second,

you either have a scroll of 1 spell or a scroll of 3. That's too thin for my taste. So I decided to fiddle with this too.

I used a similar system for this as I did with the swords; you get the first roll at a % per level, a second roll if you base chance is over 90%, and a third roll after that at 1% per level if you make the first two.

Each roll you make gets you one scroll.

Take a 10th level MU (we had one), they have a 15% chance per level, so this means they have a 150% chance of having one scroll, a 70% of having 2, and a 10% chance of having three.

For each scroll I rolled on the scroll table, that could produce a scroll of 1 spell, or a scroll of 6. Once I rolled the scroll I used the spell level range listed on the scroll table, not the one in Appendix P. This also leaves open the possibility of cursed items. Finally, I rolled randomly for every spell within its level.

D. Potions

This table is also a bit confusing. It lists a chance per level of having a potion, and a maximum number of potions they can have. On other tables you roll once for something, or to make it exceptional, but you don't get multiple items from your rolls. There is no text suggesting you do this for those with high percentages, so I'm baffled how this works. All I could figure would be to roll the number of potions you get if your number comes up. So say you have a 60% chance and the max number of potions you can have is 2, I would roll a d4, 1-2 – 1 potion, 3-4 – 2 potions. You could also double the number of potions they offer here, as they are one shot magic and I think they can be a bit more generous.

The other thing I did here was to roll on the whole potion table, not on the limited list they give.

E. Miscellaneous Magic

The miscellaneous list is very short, so I just ditched it, there was too little choice. I instead rolled on the magic item tables. However, the *DMG* method folds rods staves and wands and rings into the miscellaneous roll. The *DMG* recommends 1 to 4 miscellaneous items for characters level 5 and above. So for characters levels 1-4, I rolled a d4:

Low Level Item Count Table

1d4	Result
1	No item
2-3	1 item
4	2 items

I then rolled another d4 for each item:

Low Level Item Result Table

1d4	Result
1-2	Miscellaneous item
3	Wand / Staff / Rod
4	Ring

For miscellaneous items I would roll a d10 to get the Miscellaneous Magic chart to roll on (1,2 – chart 1, 3,4 – chart 2, 5,6 – chart 3, etc.), and roll on that chart with a percentile. Cursed items were possible, if something came up that the character could not use I would roll again. For 3 and 4 I rolled on the whole Wand/Staff/Rod and Ring charts respectively.

For characters levels 5 and up, I rolled a d4 to determine how many miscellaneous items the character had (roll indicates number of items), then a second d4 roll for each item on the Low Level Item Result Table.

And that was that for magic items.

Magic Item Allocation Summary

BTB as Appendix P, with the following exceptions:

For Protective Items

- Armor categories are types, not specific, so any type of armor can be rolled for, as long as it is assigned to a column, e.g. you can put splinted in the same column as banded mail.
- Optional: the base "+" is +2, on the second roll the armor is +3 ...
- Optional: the second or third roll can be used for a magical shield instead of another "+" of magical armor (or vice versa).

For Magical Weapons

- Weapons categories are types, not specific, so any weapon can be rolled for, as long as it is assigned to a column, e.g. "spear" can be any pole arm.



- Optional: the base "+" is +2, on the second roll the weapon is +3 ...
- Optional: The second or third roll can be used to take an "exceptional" weapon rather than another "+", e.g. if you make the first and second roll you can take a +2 sword or you can roll on the sword table instead. Cursed weapons can be rolled this way.
- Optional: The second or third roll can be used to take another magical weapon (+1) instead of bumping the original magic item up another "+".

For Scrolls

- % Chance per level as listed, same system as magical armor and weapons, e.g. first roll % by level, if greater than 90% second roll, and third roll at 1% per level, except that each successful roll gets you one scroll.
- For each scroll roll on the scroll table in the *DMG* to determine how many spells are on the scroll and what their levels are, then you roll randomly on the *AD&D Players Handbook* (PHB) spell table to determine what spells of each level are on the scroll.
- Protection scrolls and cursed scrolls can be rolled this way.

For Potions

- Each character rolls the % per level to determine if they get potions, and an appropriate dice to determine how many potions they get, e.g. magic-users are listed as 3 potions max, so they roll for 1-3 potions if their number comes up.
- Roll on the whole potion chart in the *DMG* to see what comes up, this leaves the possibility of rolling for a cursed potion, e.g. a **Potion of Poison**.
- Optional: roll twice on the table, e.g. a magic-user would roll the % chance per level twice, and if he was successful he would roll for 1-3 potions twice as well.

For Miscellaneous Magic Items

- Characters level 1-4 get 0 to 2 items which may be a miscellaneous magic item, wand/staff/rod, or ring.
- For each item roll on the the whole chart for that item type.
- Characters level 5 and up get 1 to 4 items of the above types

Now on to spells.

Part 2 – Spells

A. Magic-Users and Illusionists

We'll start with the simpler case, the magic-users and the illusionists.

High level spell casters get a lot of spells. For example, our 10th level magic-user can memorize: 4, 4, 2, 2, 1, or 13 spells. Even the high level rangers and paladins get spells.

Author Note: 4, 4, 2, 2, 1 indicates the caster can memorize 4x 1st level spells, 4x 2nd, 2x 3rd, 2x 4th, and 1x 5th. For readers new to AD&D, this is the common nomenclature.

To generate the spells that a high level character would have, I decided that I would pick first level spells per the *DMG*, and one spell per spell level after that, as IMC a magic-user gets one spell per level from their trainer/master when leveling up. Other than that I rolled randomly.

I used the tables in *AD&D Unearthed Arcana* (UA) as I wanted to include UA spells, but I also wanted to include some of my own home brew spells. So I decided that each

PC would get 1 new spell on a scroll and one memorized, I rolled randomly to determine the level of the new spell obtained.

Rolling on the UA charts (and on the *PHB* charts for that matter) is complicated as the number of spells for each level varies, e.g. forty 1st level spells, thirty-six 2nd, thirty-two 3rd, etc.

For the purposes of determining how many spells the MU/Illusionist had in their book I gave them 3 extra 1st, 2 extra 2nd and 1 extra of all other levels of spells, so for example, our MU has:

Spell Level	# Spells	# Memorizable
1	7	4
2	6	4
3	3	2
4	3	2
5	2	1

So a total of 21 spells in their books, 13 memorizable.

I repeated the process for the illusionist and the other party magic-users. I did not remove spells that would be less useful in the module, neither did I remove duplicate spells between casters. We had three magic-users (10th, 6th and 3rd) and one ranger with (1st level) magic-user spells in the party, so duplication was pretty much inevitable. All the spells in their books were 'known'.

Because I didn't balance the spells for each level along the "defence, offence, miscellaneous" lines we had a nice variety of casters. In addition, there were a few spells missing that would have been enormously helpful in the dungeon, in at least one case they got one of those spells on a one shot scroll, but otherwise they had to improvise.

B. Druids and Clerics

First off, as druids and clerics can access any spell on the list (level appropriate) there was no need for random rolling [note that I randomly rolled for scrolls for all clerical types and didn't get any].

However, by the time you get to higher levels, the party clerics have access to a lot of spells (particularly with the wisdom spell bonus) for example, in our case the 9th level party cleric (of Utu, Sumerian sun god) could pray for:

6, 6, 4, 2, 1 = 19 spells of a total of 92 available (using UA).

What that means is this, every "day" your PC clerics will have to choose anew their spells to pray for, admittedly



they will rarely have to pray for all of them, but they will have to *choose* between all that are available, that takes time.

To head this off, I did two things.

First, I gave them all copies of the *PHB* with page references for their spell spread and told them to spend the pre-game time browsing. I told them to first just look at the spell lists, most names are self-explanatory to function. Then we did a spell mechanics review (about 10 minutes) before starting the game.

Second, I gave each clerical spell caster a list of what I thought were "generic given their mission" spells. So knowing in my case that they would be exploring a cave complex with monsters (they didn't know it was a space ship after all), I gave them generic dungeoneering spells that they would likely take.

To reflect divine favor, I ensured that 2 spells in the cleric list (for the high level clerics) and 1 spell in the list for the lower level clerics (or paladin) was "useful" for the dungeon they were in. So our 9th level cleric's "generic" suggested spells were:

- 1st Level (6) - Bless, Cure Light Wounds, Cure Light Wounds, Protection from Evil, Purify Food and Drink, Sanctuary
- 2nd Level (6) - Augury, Hold Person, Silence 15' radius, Slow Poison, Snake Charm, Speak with Animals, Unto the Breach
- 3rd Level (4) - Animate Dead, Cure Disease, Give, Glyph of Warding, Remove Curse
- 4th Level (3) - Cure Serious Wounds, Neutralize Poison, Tongues
- 5th Level (1) - Insect Plague

They were allowed to change these in any way they liked before entering the dungeon. Note that the nature of clerical casting means that even high level fighter subclasses with one or two clerical or Druid spells will have to choose from entire level lists.

Finally, for clerics we had to discuss a few key but possibly contentious spells.

For example, it hasn't come up in our regular game yet, so we discussed if the party clerics could *Animate Dead* given their deities (all were given the all clear assuming their targets were willing), we discussed healing party members of different alignments and faiths (OK as long as the party is working together), and using reversed versions of spells (e.g. *Cause Light Wounds*), which was allowed on opponents of the faith.

C. Components

Components were the next issue. I track this stuff in the low level game; I have never had to in a high level game. So I came up with a "components sheet" for all relevant PCs from paladin to MU. They looked like this:

Material Components for Dornwain the Doomed-Human-Magic-user-10th Level-CN (Agni)

Belt Pouch – Left front

1. Tiny bell and a piece of very fine silver wire – reusable (Alarm)
2. Piece of blessed leather – reusable (Armor)
3. Prism – reusable (Read Magic)
4. Lodestone – reusable (Locate Object)
5. Amber and a glass rod – reusable - (Lightning Bolt)
6. Turtle shell – reusable (Protection from normal missiles)
7. Bag and a candle – reusable (Monster Summoning 2)
8. Honey, lemon juice and a ram's horn – reusable (shout)
9. Silver dagger and a silver piece – reusable (Bissandrith's Glorious Myrmidon)

Belt Pouch – left rear

10. Feathers - 5 – (Feather Fall)
11. Bag of soot and bag of salt – 5 pinches each - (Comprehend Languages)
12. Bag of coal – 5 pinches – (Darkness 15' radius)
13. Bag of talc and bag of powdered silver – 5 pinches each - (Detect Invisibility)
14. Bag of webs – 5 pieces - (Web)
15. Bag of dust - 5 pinches - and drops of water (Ice Storm)
16. Bag of sesame seeds – 5 uses - (Passwall)

Belt Pouch - right

17. Bag of powdered iron and bag of powdered silver – 5 pinches each - (Protection from Evil)
18. Bag of powdered brass – 5 pinches - Push
19. Bag of powdered corn extract – 5 pinches – 5 pieces of parchment - (rope trick)
20. Bag of skunk cabbage leaves – 5 pieces - (stinking cloud)



21. Bag of snake tongues – 5 – and pieces of honeycomb – 5 - (suggestion)
22. Pieces of giant Octopus Tentacle – 5 - (Evard's Black Tentacles)
23. Bag of powdered diamond – 5 uses - (wall of force)

As the players cast spells they would cross off the 5 and put a 4, etc.

This lists the component, what it is in, how much of it there is, and the spell it is used for.

A word on amounts. I could have given them 100 of everything, but what would be the point? I settled on 5 as fair. I also grouped reusable from one shot components, in this case I put all the reusables in one pouch. Pouches were custom, all saved as leather.

For the clerics and druids, they had a primary component for both, a holy symbol for the cleric, and mistletoe for the druid. The cleric also had holy water as a component of many spells. The druid got 50 castings of mistletoe, the cleric 50 applications of holy water. Lose a holy symbol, you can't cast listed spells. Lose your mistletoe, same deal.

The druid also presented a few unique challenges.

First, with 350,001 XP per high level PC that put the party Druid at 12th level, meaning he had access to *every* Druid spell in the book.

That's a lot for a player to absorb, so advanced consideration is good

FYI, to have components for every spell in the book our Druid had the following list:

Material components for Quelezac -Human-Druid – 12th Level-N (Tlaloc)

Belt Pouch - left

1. Greater Mistletoe (50)

Belt Pouch – right front

2. Bag with rabbit fur and squirrel fur – 5 – (Forest Runner)
3. Bag with pine and evergreen (5)– (pass without a trace)
4. Bag with shamrock leaves (8) - (shillelagh)
5. Bag with dead oak leaves – 5- (feign death)
6. Bag with a stick of charcoal– reusable - (Fire trap)

7. Bag with mix of crushed marigold flowers, a whole crushed leek and crushed stinging nettle leaves - 5- (repel insects)

Belt Pouch – right rear

8. Bag with oak bark – 8 - (Barskin)
9. Bag with pinecones – 5- (Call Woodland Beings)
10. Bag with acorns (fire seeds)
11. Bag with holly berries – 20 – (fire trap, call woodland beings, fire seeds)
12. Bag with dead spiders and sapling branches – 5 – (treespider)

So not so bad.

D. Re-Memorization/Prayer Times

The other issue that was important for high level and lower level spell casters was the time required to rest and memorize/pray for spells. When the party is in an extended adventure being able to rest and rememorize or pray for spells can be crucial to survival.

So for each character I listed on their sheet the amount of rest and prayer/memorization time per spell level or spell. So for the character with the most spells, the party druid,

Spell Recovery: (Total: 10 hours sleep/rest, 19.25 hours prayer), Rest: by highest level spell, Prayer time: 15 minutes/level

So say our Druid needs to cast reincarnate and did not pray for it (this happened to us), he must burn one 7th level spell to free the slot, then sleep for 10.5 hours and pray for 1 hour 45 minutes, so 11 hours 15 minutes to pray for that 7th level spell. It may seem fiddly, but sometimes it is quite useful to know how long it takes to pray / memorize a single or a few spells. This also mattered a lot, surprisingly enough, for the lower level characters. For example, the party paladin gets a first level cleric spell and has the following rest/prayer times:

Spell Recovery (Total: 4 hours 15 minutes): Rest time: by highest spell level, Prayer time: 15 minutes/level

Protection from Evil is extremely useful to prevent bodily contact from certain evil creatures. In our case, being able to cast this spell on another party member meant two members could avoid bodily contact. For the paladin, this required 4 hours of sleep/rest and 15 minutes of prayer. That ended up being important for the party.

That was it.



E. The Results

Given these constraints, rolling randomly gave the party some unusual items and spells. I obtained one intelligent magic sword, two exceptional weapons, two wands, 24 potions, 3 scrolls, one magical shield, magical armor for all the fighters and clerics and protective items for everyone else, four non-sword magic weapons, 8 miscellaneous magic items, and 4 rings for 14 characters.

Here is what I ended up with in terms of magic (spells + magic items) for the party:

Morghul Ironarm - Human-Paladin- Level 9. Magic Items: **Shield +1, Splinted Mail +2, Sword +1, Mace +1, Boots of Levitation, (4) Javelins of Piercing, Potion of Stone Giant Strength, Potion of Healing.** Recommended Spells (1): *Bless, Command, Remove Fear.*

Dornwain the Doomed - Human-Magic-User-Level 10. Magic Items: **Ring of Protection +3, Scroll (Explosive Runes, Fireball, Jonigaster's Opulent Amphibian, Guards and Wards), Scroll (Locate Object, Shatter), Wand of Polymorphing (38 charges), Nolzur's Marvellous Pigments, Potion of Diminution, Potion of Treasure Finding, Potion of Healing.** Spells (4, 4, 2, 2, 1): *Alarm, Armor, Comprehend Languages, Feather Fall, Magic Missile, Protection from Evil, Push, Read Magic, Darkness 15' Radius, Detect Invisibility, Locate Object, Mirror Image, Rope Trick, Stinking Cloud, Web, Lightning Bolt, Protection from Normal Missiles, Suggestion, Evard's Black Tentacles, Ice Storm,*

Monster Summoning II, Shout, Passwall, Wall of Force, Bissandrith's Glorious Myrmidon.

Silvestrus - Human-Ranger-Level 10. Magic Items: **Chain Mail +2, Bissandrith's Sword +1 of Cleaving, Longbow +1, Amulet of Life Protection, Potion of Healing** [full: 2d4 + 2 hp].

Spells (2 segment casting time penalty). Druid (2): *Animal Friendship, Pass Without a Trace.* Magic-user (1): *Affect Normal Fires, Light, Mending, Tenser's Floating Disc.*

Kain -Human-Thief-Illusionist Level-9/10. Magic Items: **Bracers of Defence AC: 5, Sword +1, Scroll (Darkness, Blindness, Deafness, Oman'Rul's Subtle Duplication, Veil), Rope of Entanglement, Ring of Free Action, Potion of Healing.** Spells (5, 4, 3, 2, 1): *Audible Glamer, Change Self, Color Spray, Detect Illusion, Hypnotism, Light, Phantasmal Force, Fog Cloud, Hypnotic Pattern, Invisibility, Magic Mouth, Mirror Image, Misdirection, Fear, Illusionary Script, Invisibility 10' radius, Paralyzation, Phantom Steed, Spectral Force, Dispel Exhaustion, Minor Creation, The Penetrating Visor of Illyin Moonsabre, Shadow Monsters, Maze, Tempus Fugit.*

Sebtonn - Human Cleric Level 9. Magic Items: **Banded Mail +1, Lucern Hammer +2, Gauntlets of Swimming and Climbing, Staff of the Serpent-Python, Potion of Fire Resistance, Potion of Water Breathing, Potion of Healing.**

Spells (6, 6, 4, 3, 1): *Bless, Cure Light Wounds, Cure Light Wounds, Protection from Evil, Purify Food and Drink, Sanctuary, Augury, Hold Person, Silence 15' radius, Slow Poison, Snake Charm, Speak with Animals, Unto the Breach, Animate Dead, Cure Disease, Give, Glyph of Warding, Remove Curse,— Cure Serious Wounds, Neutralize Poison, Tongues, Insect Plague*

Quelezac - Human-Druid Level 12. Magic Items: **Leather Armor +1, Sling +1, Drums of Panic, Wand of Secret Door and Trap Location (25 charges), Potion of Gaseous Form, Potion of Healing.** Spells (1 segment casting time penalty) (5, 5, 4, 4, 3, 2, 1): *Animal friendship, Detect Magic, Entangle, Faerie Fire, Forest Runner, Speak with Animals, Barskin, Charm Person or Mammal, Cure Light Wounds, Heat Metal, Obscurement, Cure Disease, Neutralize Poison, Plant Growth, Summon Insects, Treespider, Cure Serious Wounds, Hallucinatory Forest, Plant Door, Speak with Plants, Animal Growth, Insect Plague, Transmute Rock to Mud, Conjure Fire Elemental, Cure Critical Wounds, Confusion.*

Brother Clane - Human Monk Level-9. Magic Items: **Ring of Protection +2 (5' radius on saves), Bardiche of Absence +1, +2 vs. Elementals, +4 vs. Out of Phase / Ethereal / Energy / Gaseous Creatures, (8) Crossbow**



Bolts +1, Eversmoking Bottle, Scarab of Enraging Enemies (18 charges)

Roggen Tulwane - Human-Fighter Level-6. Magic Items: **Plate Mail +1, Lochaber Axe +1, Potion of Heroism, Potion of Healing** [full: 2d4 + 2 hp].

Zintar Huss - Lizard Man 6 HD. Magic Items: **Dagger of Throwing +2, Potion of Speed** [double move and #attacks per round, 5d4 rounds], **Potion of Healing** [full: 2d4 + 2 hp].

Lenides Reith - Human-Magic-User Level-6. Magic Items: **Ring of Protection +1, Scroll** (*Shield, Ray of Enfeeblement, Bantar's Dogs of War, Slow*), **Potion of Clairvoyance, Potion of Healing** [full: 2d4 + 2 hp]. Spells (4, 2, 2): *Enlarge, Firewater, Shocking Grasp, Sleep, Spider Climb, Continual light, Jinntar's Arcing Globe, Knock, Scare, Fireball, Fly, Hold Person.*

Baun the Baleful - Half-Orc-Fighter/Thief-Level 6/5. Magic Items: **Longsword + 1, Flame Tongue, +2 vs. Regenerating Creatures, + 3 vs. Cold Using, Inflammable, or Avian Creatures, +4 vs. Undead** [Alignment: CG, Primary Abilities: Detect Precious

Metals, kind, and amount in a 2" radius, Detect Invisible in a 1" radius, Special Purpose: slay evil creatures (evil creatures save versus magic or paralysis for 1-4 rounds), Speaks common, elven, dwarven and gnome, EGO: 17].

Silleth - Human-Cleric Level 6. Magic Items: **Chain Mail +1, Flail +1, Potion of Animal Control, Potion of Healing** [full: 2d4 + 2 hp]. Spells (2 segment casting time penalty) (5, 5, 2): *Bless, Command, Cure Light Wounds, Haven, Protection from Evil, Remove Fear, Augury, Chant, Find Traps, Resist Fire, Sensorium, Snake Charm, Cure Disease, Prayer.*

Linn Sevelstar - Human-Fighter-Level 6. Magic Items: **Plate Mail +1, Sword +1, Potion of Invulnerability, Potion of Healing.**

Amar Xin - Human Magic-User/Thief-Level 3/7. Magic Items: **Sword +1, Scroll** (*Charm Person, Mar Kassan's Awesome Armadillo, Pyrotechnics, Dimension Door*), **Potion of Fire Breath, Potion of Healing.** Spells (1 segment casting time penalty) (2, 1): *Comprehend Languages, Friends, Run, Read Magic, ESP, Strength.*

Pot of Conservation

This appears to be a normal iron cooking pot, just a bit bigger – 20 inches in diameter. Close examination will reveal a small golden chicken carved into the bottom of the pot. When a *Detect Magic* is cast, it will detect a moderate aura of necromantic magic.

This item is especially useful for innkeepers and for sailors, because it conserves food for months. The power of this pot is revealed when an organic material is put into the pot. For 2d4 months, the contents will have the consistency, taste, odor, and will remain the same as fresh. When removed from the pot, the item(s) will start to age normally, and no further pot-keeping will refresh it.

These objects are not very rare, although certainly not so common as normal pots.

GP value 4,000; XP value: 1,000

by Leonard Zucconi

Oil of Invisibility

This magical oil is greatly valued, far beyond mere Potions of Invisibility. A normal Potion of Invisibility is dispelled when the imbiber initiates a hostile action; however, the effects of this oil remain in effect for a further 1d3 rounds. While invisible the imbiber gains an additional +4 to-hit in combat and has their armor class improved by 4 points. It takes but 1 round to apply the oil, and the effects last 12d6 turns or until dispelled.

GP value 1,000; XP value 500

Oil of Faerie Fire: This magical oil is believed to result when the creation of **Oil of Invisibility** goes wrong. It functions exactly as does the normal **Oil of Invisibility**, but when the magic is dispelled, either by the expiration of the magic or by the initiation of a hostile action, the imbiber is enveloped in *Faerie Fire* for 4d4 rounds.

GP value 200; XP value nil

by Bryan Fazekas

BrewMaster: Games within Games

by Timothy Connolly

Appendix F of the DMG is perhaps the weakest section of that guidebook, but credit really must be given where credit is due. After all, it was Gary Gygax himself who wrote (on page 215) the following words, "You may, of course, make up any games for wagering purposes you wish." Having seen more than my fair share of the entries included in Appendix F, here follows three new dice games, never seen before, to satiate your players' needs for the rush that only gambling can provide. As a bonus, these new dice games are also drinking games. The PC who fails a CON check, and pours one too many "down the hatch", always paves the road for great fun at your gaming table. Add these three new dice games to your adventures today, and you'll soon forget all about the time when Knucklebones was, long ago, the fashionable choice for dice action in barracks, betting parlors, inns, and taverns. Let the good times roll.

Beeramids

Ante 2 GP

Everyone roll 1d4, highest roll wins the pot, ties roll off until there is a winner.

Lowest roll has to drink a beer, and make CON check (failure means that 1 point will be deducted from each future roll in this game).

Old Nick The Three Captain

Ante 3 GP

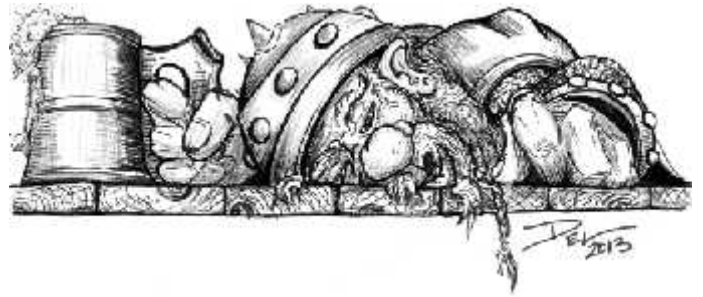
Player sitting to left of Zog rolls 1d12 first, and we keep going clockwise.

First one to roll a 3 goes first, then we go clockwise around table from there.

Everyone roll 2d12, highest pair wins the pot, ties roll off until there is a winner.

Lowest roll has to drink a beer, and make CON check (failure means that 1 point will be deducted from each future roll in this game).

Any roll of a 1 and 2 means that the player has to put 3 more GP into the pot.



Blackrazor / Whiterazor

Ante 5 GP

Everyone be ready to roll 3d6 and 1d100.

Player sitting to left of Zog rolls 3d6 first, and we keep going clockwise.

First player to roll 3 of a kind on 3d6 then rolls 1d100, and accumulate points from the 1d100 roll every turn around (he/she also stops rolling 3d6).

First player to accumulate 1000 points on his/hers d100 rolls wins the pot.

Any player who rolls 6-6-6 on a 3d6 throw also puts another 6 GP into the pot.

Any player who rolls 5-5-5 puts another 5 GP into the pot.

4-4-4	4GP
3-3-3	3GP
2-2-2	2GP
1-1-1	1GP

Any player who rolls 1-2-3 puts another 10 GP into the pot.

Mini-Adventure: Blues for the Red Sun

by Dan Rasaiah

This adventure is for a party of 4 to 6 characters of 4th level. The adventure is set in the desert, although is applicable to other terrain types with minimal modification.

A hidden oasis at the end of a drying creek bed houses the entryway to an ancient temple (pick deity depending on campaign). A long time ago a rival cult member infiltrated the temple and smuggled in a chest containing worms of Kyuss. Whilst the priests of the temple knelt in silent communion, the worms were released and did their evil work. One priest managed to escape the temple, sealing the final gateway trapping his now transformed brethren behind. He was mortally wounded in the escape, (no infestation though), and succumbed to his wounds in the oasis. His skeletal remains lay at the bottom of the lagoon, as does treasure he managed to carry with him on the way out.

The lagoon connects via a submerged passage to the temple complex.

1. The Oasis

300' long by 150' wide, the oasis consists of date palms and scattered desert shrubbery. A drying river feeds into a lagoon in the central SE of the oasis. The lagoon is located 100' below the desert surface level, the river has gouged into the desert creating loose gully walls of scree and rocks sloping up to the main desert plateau. The party may encounter monsters whilst resting in the oasis. Roll an encounter check (1 in 6), every 6 hours they remain in the oasis.

2. The Lagoon

The freshwater lagoon is crystal clear and 20' deep at its deepest. Gold pieces scattered along the bottom of the lagoon are easily seen in daylight hours (164 gp). A silver holy symbol (50 gpv) lies in the lagoon bottom.

There is a passageway at the bottom of the southern corner of the lagoon (15' depth), which is shielded by a rock outcropping. PC's who swim to the bottom of the lagoon to collect the treasure have a 25% chance of

noticing the opening (50% chance for elves), check once per round.

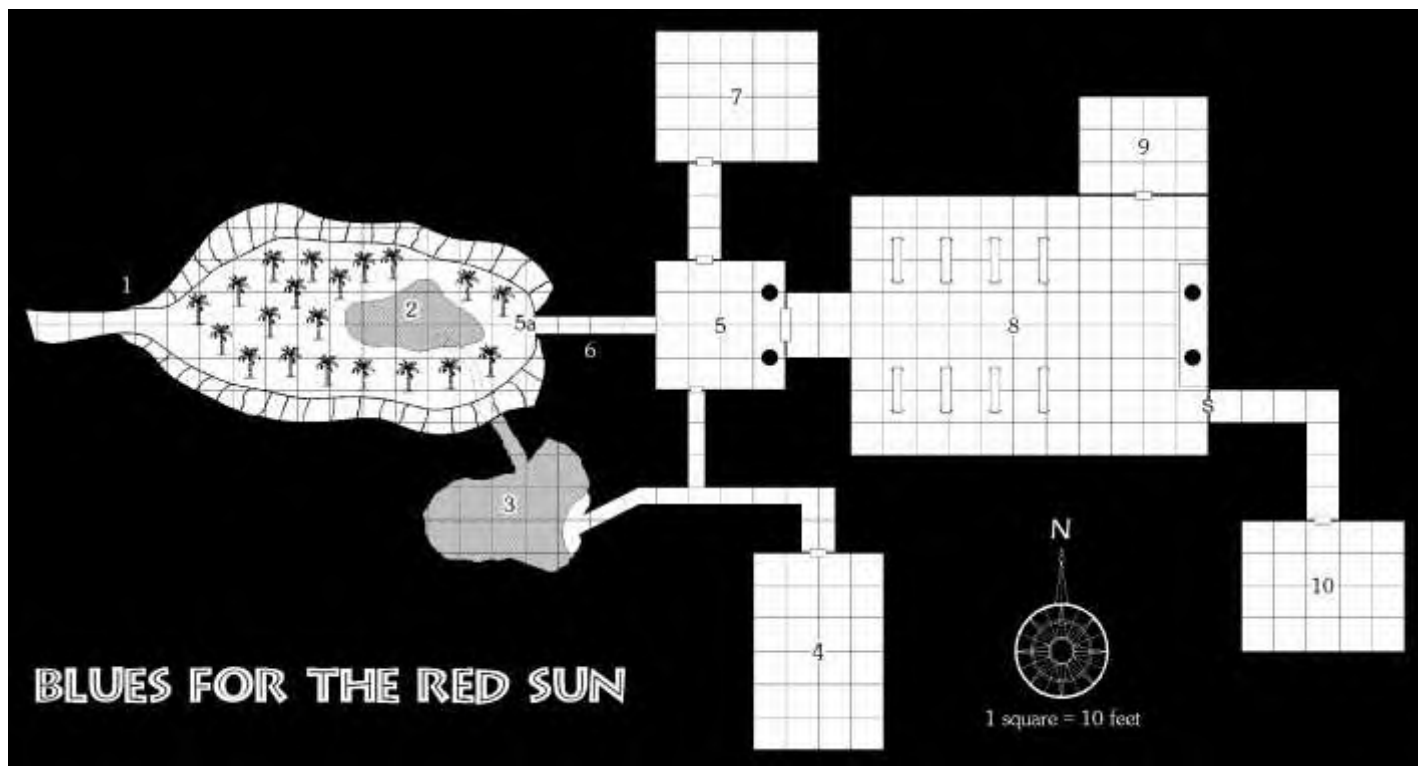
Random Encounters

1d8	Encounter
1	1d3 boalisks AC 5, MV 12", HD 5+1, Hp 26 each, Att 2, Dmg 1d3 (bill)/1d6+1 (constriction), SA gaze, constriction, SD nil, Int Animal, AL N, Size L, XP 506 each, MM2
2	1 giant ant lion AC 2, MV 9" (1" in loose soil), HD 8, Hp 40 Att 1, Dmg 5d4, SA auto damage following hit, SD nil, Int Animal, AL N, Size L, XP 975, MM2
3	1d4 giant scorpions AC 3, MV 15" HD 5+5, Hp 25 each Att 3, Dmg 1d10/1d10/1d4, SA poison, SD nil, Int Non, AL N, Size M, XP 800 each, MM
4	1d6 sandmen AC 3, MV 9" HD 4, Hp 20 each Att nil, Dmg nil, SA sleep, SD prot. from normal missiles, never check morale Int Average, AL N, Size M, XP 295 each, FF
5	1d6+9 wild dogs AC 7, MV 15" HD 1+1, Hp 5 each Att 1, Dmg 1d4, SA nil, SD nil, Int Animal, AL N, Size S, XP 30 each, MM
6	1d10 harpies AC 7, MV 6"/15" HD 3, Hp 15 each Att 3, Dmg 1d3/1d3/1d6, SA singing & charm, SD nil, Int Low, AL CE, Size M, XP 190 each, MM
7	1d12 wild camels AC 7, MV 21" HD 3, Hp 15 each Att 1, Dmg 1d4, SA spit, SD nil, Int Animal to semi, AL N, Size L, XP 80 each, MM
8	1 Blue dragon AC 2, MV 9"/24" HD 8, Hp 40 Att 3, Dmg 1d6/1d6/3d8, SA breath weapon + possible magic use, SD nil, Int Very, AL LE, Size L, XP 2575, MM. Flying high overhead. If the party hides, they remain unseen. If they don't hide, or draw attention to themselves, there is a 25% chance the dragon will notice them and attack.

NOTE: Retrieving all the treasure from the lagoon bottom will take several turns unless the entire party sets to the task. It is highly probable that the denizens from area 3 will interrupt them during the salvage.

The winding cavernous passageway is 5' wide, downward sloping and 40' long. The passage is completely dark.





3. Cave

The underwater passageway opens up into a large natural cavern (approximately 60'x60'). The cavern ceiling is 15' above the surface of the water, so there is plenty of breathable air. There is a sand beach on the eastern half of the cavern.

A family of giant desert adders lair on this beach, and hunt the waters of the outside lagoon. There is a 5% cumulative chance per round that the PC's are in the water that the adders attack. If the PC's are attacked in the underwater passage or whilst swimming in the cave, they will be automatically surprised unless they are using a magical light source.

5 Giant Adders AC 5, MV 15", HD 4+2, Hp 30, 25, 18, 18, 14 Att 1, Dmg 1d3, SA poison (3d6 even if save) SD nil, Int Animal, AL N, Size L, XP 540, 515, 480, 480, 460, MM. Treasure: 21gp, 43sp, scattered bones (animals, human and unknown).

4. Sleeping Quarters

This room houses the decomposing remains of a dozen beds and linen. All perishable personal effects are in various stages of decay. A small locked chest (no traps), stands at the foot of each bed (12 total), and contain a total of 387cp, 498 sp, 276gp, and gems/jewellery worth a total of 531gp.

5. Temple antechamber

Two 10' diameter pillars flank a stone doorway. Stone carvings of (insert deity) surround the doorway, and fading chipped paint murals cover the ceiling and walls. A stone holy water basin (empty), and a stone donation box (empty) are the only noteworthy items in this room.

5a. Temple entrance

The 6'x4' concealed stone door is fashioned into the rock face. The door is adorned with worn carvings of flowers (a druid or PC with the plant lore proficiency who makes a successful Int check will identify the flowers as Gardenia's. A druid of 3rd level or higher will identify the flower type automatically). A permanent **Glyph of Warding** (20 hp fire damage, save for half), has been inscribed into the center of the doorway. If the password 'Gardenia' isn't spoken before attempting to open the door from the outside, the glyph explodes. The glyph resets 1 day after triggering.

A combined strength of 36 or greater, or speaking the password opens the door.

6. Trapped passageway

This 40' long rock hewn passageway is trapped with a 10'x10' falling rock slab inside the front entrance. The trap is triggered to fall once a combined weight of 400 lbs has



set foot in the passageway –there is a long pressure plate down the centre of the passageway. Hugging the walls on either side of the passage will avoid triggering the trap. Players caught in the falling rock must save or die from the crushing weight. Once the rock has fallen, the entryway is blocked.

7. Storeroom

This room once held the food-stores and general supplies of the temple. The contents have long since decayed aside from 6 sets of chainmail armour, 12 shields, 12 maces, 5 silver holy symbols.

8. Temple

This room has a heavy iron door, (wizard locked at 3rd level). There is also a **Glyph of Warding** on the door (12 hp lightning damage, save for 1/2) which will discharge whenever the door is opened from the outside unless the password 'writhe' is spoken aloud. The runes inscribed on the door shine dull red, and will reset after one day if the glyph is discharged

Beyond the door is a large 100'x 80' room with 8 decaying wooden pews facing a large stone altar (insert deity). Trapped inside this room are six sons of Kyuss! AC 6, MV 9", HD 4, Hp: 27, 21, 20, 19, 17, 15, Att 1, Dmg 1d8, SA cause fear within 30' diameter sphere, cause disease, worm jump, SD regeneration, immune to fear, charm, sleep, hold, cold, Int Low, AL CE, Size M, XP 323, 299, 295, 291, 283, 275, - FF. Four of the sons are wearing chain mail (AC 5) There are 11 silver holy symbols (50gpv each) piled in the corner of the temple, and there is a small empty silver chest worth 500gp near the center of the room.

9. Temple Storeroom

This room once contained stores for the temple itself, (candles incense, raiment etc). Non-perishables that haven't decayed are still here (miscellaneous items 120 gpv).

There are three sons of Kyuss here (AC 6, MV 9", HD 4, Hp 17, 16, 16, Att 1, Dmg 1d8, SA cause fear within 30' diameter sphere, cause disease, worm jump, SD immune to fear, charm, sleep, hold, cold, Int Low, AL CE, Size M, XP 283, 279, 279) who may join the melee in the main temple room (20% cumulative chance per round).

10. High Priest's chamber

Entered by a secret door linked passage, this room houses the decaying remains of the high priest and his main disciple.

High Priest (son of Kyuss) AC 3 (**Chain mail +2**), MV 9", HD 4, Hp 30 Att 1, Dmg 1d8, SA cause fear within 30' diameter sphere, cause disease, worm jump, SD regeneration, immune to fear, charm, sleep, hold, cold, Int Low, AL CE, Size M, XP 335, FF.

Disciple (son of Kyuss) AC 5 (chain mail), MV 9", HD 4, Hp 28 Att 1, Dmg 1d8, SA cause fear within 30' diameter sphere, cause disease, worm jump, SD regeneration, immune to fear, charm, sleep, hold, cold, Int Low, AL CE, Size M, XP 327, FF.

There is a locked chest containing 420gp, 210sp, 310ep, 1 ruby worth 1000gp, **Ring of Swimming**.

Adventure Hooks

- The party is driven into the oasis due to lack of food or water.
- The party seeks shelter in the oasis from a sandstorm.
- The party seeks to hide from an encroaching bandit horde.
- The party obtains a map with the oasis' rough location. A great treasure is rumored to be in a hidden tomb complex there. In this scenario, a secret door in the temple connects to a larger dungeon complex.

Continuing the Adventure

- Temple is part of a greater dungeon complex
- Party exits the temple to discover a bandit horde (100+) is holed up at the oasis. Must retreat into temple and seek another form of escape.
- A note written by the high priest details a warning to be carried to a larger temple in a distant city. (Temple deity is followed by 1 or more PC's)

Mini-Adventure: Grym Grove

by Andrew Hamilton

The Grym Grove is a stand of densely packed trees; the grove has an eerie aura. There is a perpetual feeling that one is being watched, there are flickers in the very edges of a person's peripheral vision, and the trees seem to loom menacingly. At the same time, the trees are healthy, birds flit among the canopy, and wildlife is seen browsing and ranging about the area. Those individual attuned to nature (such as druids) will have the distinct feeling that this area is not quite right, and that it doesn't "like people".

In truth, the Grym Grove is a weak point between the mortal realm and the fae realm 'The Otherworld'. What human, dwarves, elves and such creatures feel here is the Otherworld leaking through. Animals are not bothered by this phenomenon (they lack the imagination).

Background

The Grym Grove gained a fell reputation several centuries back when a green dragon (Grymgren) established his lair here. The green dragon raided the nearby communities, seizing livestock, people and plunder; making a nuisance of himself in the manner that only dragons can. When adventurers were hired to "sort out the critter" they found that Grymgren had a well-hidden lair and many allies and servants (such as needlemen and trolls) that would fight in the dragon's defence.

Over the years Grymgren grew in size and strength, becoming increasingly powerful. He became bolder in his depredations, often carrying some of his troll minions along with him to assist in the killing and looting. The human communities in the region suffered, and over two generations the residents either perished or left, leaving Grymgren living alone in a wilderness.

Seeking new hunting grounds, Grymgren flew farther and farther afield. Eventually he attacked the wrong band of travelers, and found himself facing a band of seasoned adventurers. Grymgren nearly perished (the trolls he had carried with him did perish), and he managed to get to safety before losing the ability to fly.

The Faerie Circle

There are many methods of crossing between the mortal realm and the faerie realm, but the Faerie Circles are the most common. These circles act as a door between the two realms, a hole in the veil. Each is "triggered" in a different manner. Some faerie circles require a token to activate; the token may be magical (such as a coin given to a mortal by a Faerie Lord) or mundane (a blue bird's feather). Other's require a ritual to activate (sometimes as simple as a phrase, or a song & dance, rarely something as complex as a sacrifice and complex incantation). Other Faerie Circles work during a specific season, time of event (for example, one in the West Boundary only works when it is snowing).

And as a shameless plug, we'd like to remind readers that one take on Faerie Circles and Ways can be found in & Magazine issue 10 (and & Magazine issue 9 had information about the Greater Fae).

Limping home with nasty acid burns to his left flank and wing (forever hampering his ability to fly) Grymgren felt true fear for the first time in his life.



This fear compelled Grymgren to look for means of becoming more powerful, and to live beyond the already long life dragonkind is gifted with. To live past his mortal life-span, Grymgren tampered with forces best left alone, striking a deal with a Faerie Lord, and taking refuge in the Otherworld. The sudden appearance of a huge green dragon with a score of troll foot soldiers alarmed the faerie lords in that region of Otherworld; particularly because Grymgren and his trolls killed the Lesser Faerie Lord who claimed dominion over the Glitter Glade (as the Otherworld region was then known) and seized the demesne for himself. Grymgren then turned on his “patron” (which his patron was expecting and had prepared for). A faerie curse was enacted, a curse that cost Grymgren his mortality, and turned him into a dracolich (which, coincidentally, also fulfilled the Faerie Noble's promise of providing Grymgren with a power that would mean the dragon need not fear death).

Now Grymgren lives on as a dracolich, scheming revenge and advancement, yet hemmed in by the faerie nobles around him. As his essence is anchored to the Otherworld he is unable to travel in search of prey, or cross over to the mortal realm.

The Grym Grove

The Grym Grove (as Glitter Grove is now known) has the same geography in the mortal realm as in the Otherworld. There is a large pond, fed by two streams and drained by a third. A large cave has been dug into a hillside.

Other than fish, small frogs and a few turtles, the pond is empty. A clearing on one shore has a few grass and shrubs covered mounds of something unidentifiable. Digging into the mounds will reveal branches and some bits of bone. These were once the huts that the trolls lived in.

A faerie circle provides a means of crossing between the mortal and faerie realms (and the trolls passed back and forth through this faerie circle bringing Grymgren's treasure to him, and they still cross to hunt). In the conifers around the faerie circle are the only permanent residents of the region, a group of needlemen. These creatures once served Grymgren, and they ignore the trolls and scraggs that come through the faerie circle.

Needlemen (x 16) (MV 9", AC 6, HD 3+4, Hps 16+2d6, Atts 1 to 6, Dmg 1d2/needle, SA needles fire (20' rg), surprise (75%), SD n/a, MR sub-standard (suffer 3 x

damage from magic), Int Low, AL N, Size M, XPV 85 xp + 4xp/hp), (as per the Fiend Folio)

The Faerie Circle in Grym Grove activates at the moment the sun sets and the moment that the sun rises, transporting any creature and the possessions that they carry from one realm to another.



NOTE: In the mortal realm, there is a 1 in 6 chance (on any given day) that 5 to 8 grim trolls or freshwater scraggs (50% chance of either) will be present looking for deer, boar or other game. The trolls will stalk and attack any PCs, fleeing if overmatched; possibly attempting to draw the PCs to the faerie circle at sunrise or sunset in an effort to lure the PCs into the Otherlands.

The Otherworld's Grym Grove

Adventurers will find that the Otherworld's Grym Grove, while a geographical mirror of the mortal realm's Grym Grove, is not abandoned. The dracolich Grymgren lairs in the dragon cave, a huge excavation in a hill face overlooking the pond. Grymgren typically lies here, nose out of the cave, pondering whatever he ponders and watching his minions go about their business. Intruders into “his demense” will stir him to action. If possible, Grymgren will take at least some of the intruders captive

to interrogate them, possibly seeking to exploit them to some advantage.

While Grymgren enjoys his immortality and the power that comes with undeath, he does chafe at being trapped in this small faerie realm. As a result he spends time plotting and scheming, with two goals. First, he would like to expand "his demesne" by slaying the neighboring Faerie Nobles and seizing their lands. Second, Grymgren would like to become a "faerie noble", and he spends time pondering the connection between faerie noble and their "dominion". Grymgren would dearly love to have a Faerie Noble or three as his captives to closely examine and experiment upon.

The Faerie Circle is in a thick stand of conifers (movement reduced by 50%, and any targets of missile combat benefit from 100% concealment). This area is guarded by needlemen (DM's note, there are 16 needlemen on the Mortal side of the Faerie Circle, and another 22 needlemen on the Faerie Realm side of the Faerie Circle, for a total of 38 needlemen), and they are always encircling the Faerie Circle at sun rise and sunset. They do not raise an alarm (they don't speak), but will attack any intruders that arrive in the Faerie Circle.

The troll "town" consists of 5 "huts", low structures made of bone and branch frames with uncured animal hides stretched over the frames. The 11 grim trolls live in the huts, and inside the huts are large "nests" of sticks, leaves, hides and other vile materials.

The scrag pond is about 30' deep in the centre, but quite shallow around the edges. There are a few fish (catfish, and perch); but they are all small, the scrag eat anything sizeable. The scrag tend to come and go, swimming up and down the creeks, often hunting in the neighboring demenses of faerie nobles. This "trespassing" has created hard feelings between these Nobles and Grymgren (not that Grymgren pays much heed)

Grymgren

Green Dracolich, age "10" (NOTE: the dracolich is described in Ed Greenwood's article in Dragon Magazine issue #10, and this particular stat block also makes use of the "draconic upgrades" described in the 1E Forgotten Realms boxed set. This is what a dragon should be!) (AC -2, MV 9"/12" (MC:E), HD 9, Hps 90, # Atts 3, DMG 1d6/1d6/2d10 (+2d8 cold damage + paralysis), SA breath weapon (5" x 4" x 3", 3/day), spells, fear aura, gaze paralyzes (4" range), control undead, SD saves as 20 HD, detect invisible 10", immune to sleep, charm, enfeeblement, polymorph, cold, electricity, insanity, death spells, symbols, potions/items of dragon control,

poison, paralysis, hold, fear; cannot be turned, XPV 6,180) (spells @ 20th level, 4/4/2 – charm person, magic missile (x 2), sleep; invisibility, levitate, Melf's acid arrow, web; dispel magic, lightning bolt)

Grymgren has suffered severe damage to his wing, which has hampered his ability to fly, and he flies in short hops (no more than 1 turn of flight possible, requiring 5 turns of rest before flying again), and he steers like a brick.

In combat Grymgren holds back while his minions melee and keep any enemy from closing with the dracolich. Grymgren will use his spells to attack enemy spellcasters, recognizing that they are a greater threat to him than warriors. If directly confronted, he attempts to open up with his breath weapon, and then closes for melee, hoping to overwhelm any creature that survived the breath weapon. In extremis, he will grab one foe and fly off a short distance, using that foe as a hostage.

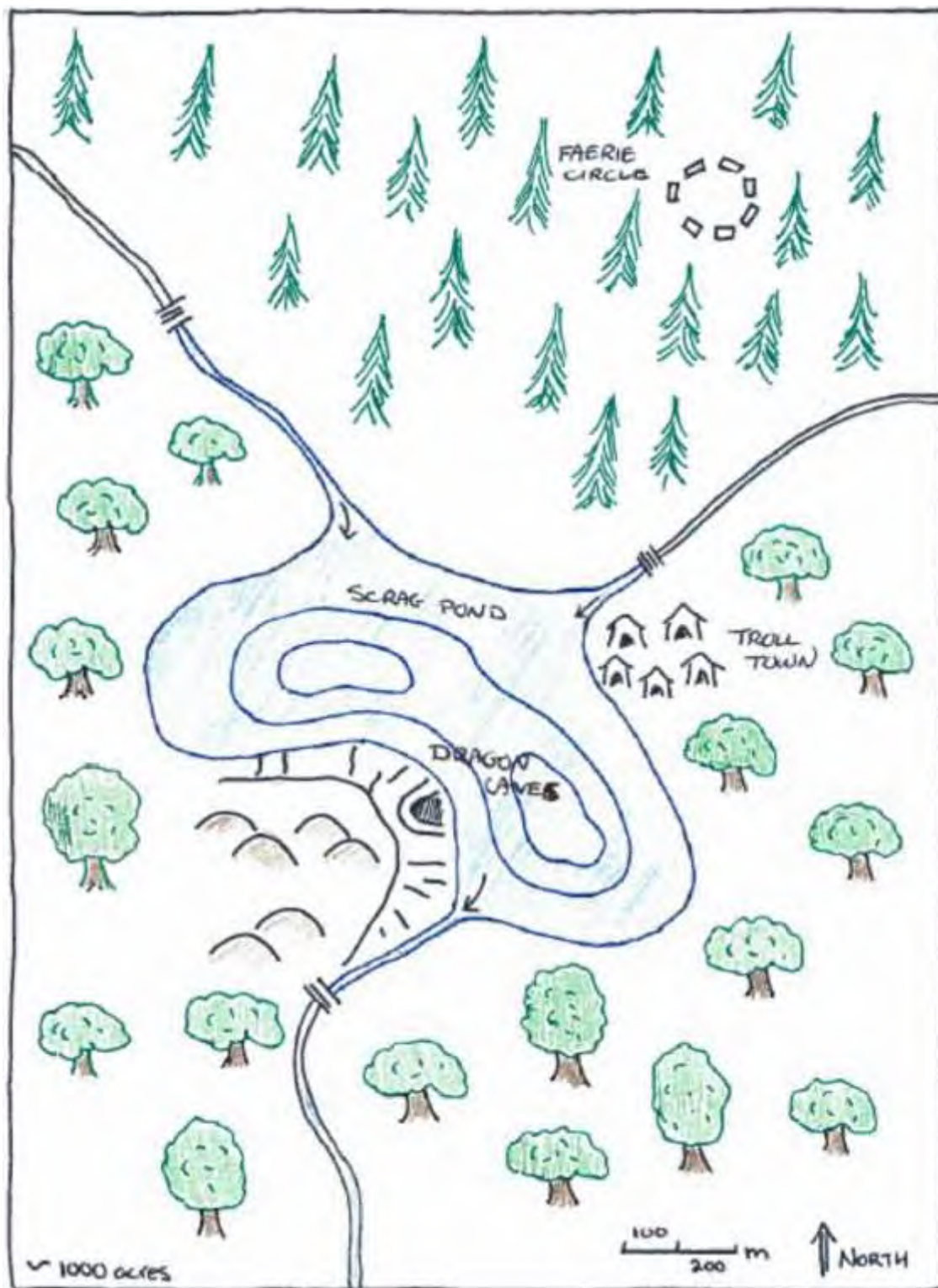


The Grim Trolls (x 15)

(AC 4, MV 12", HD 6+6, Hps 30+2d6, Atts 3, Dmg 1d4+4/1d4+4/1d8+4, SA direct attacks at 3 targets, SD undead spell immunity (sleep, charm, hold), immune to fear & cold, vampiric regeneration, AL NE, Int Low, Size M, XPV 650 + 8 xp/hp)

The grim trolls are grey & pasty, with dull lifeless eyes; subtle visual cues that might give away their undead nature. They have the same combat attributes as their living kin, with two exceptions. As undead, grim trolls





are immune to sleep, charm and hold spells. They are also immune to cold, and they retain the fearlessness (immune to fear effects) of a living troll.

The other major difference is that grim trolls lack natural regeneration; instead they have vampiric regeneration. A grim troll regenerates 50% of the melee damage that they

cause. For example, if a grim troll successfully strikes a foe with 2 claw attacks and causes 12 hps of damage, the grim troll will "gain" 6 hps. A grim troll can boost their hit points above their normal level in this manner (if the grim troll in the example above had a base of 36 hit points, had suffered no damage, and then made that successful attack, it's hit points would be increased to

42!). The vampiric regeneration can heal any type of damage, including fire and acid damage.

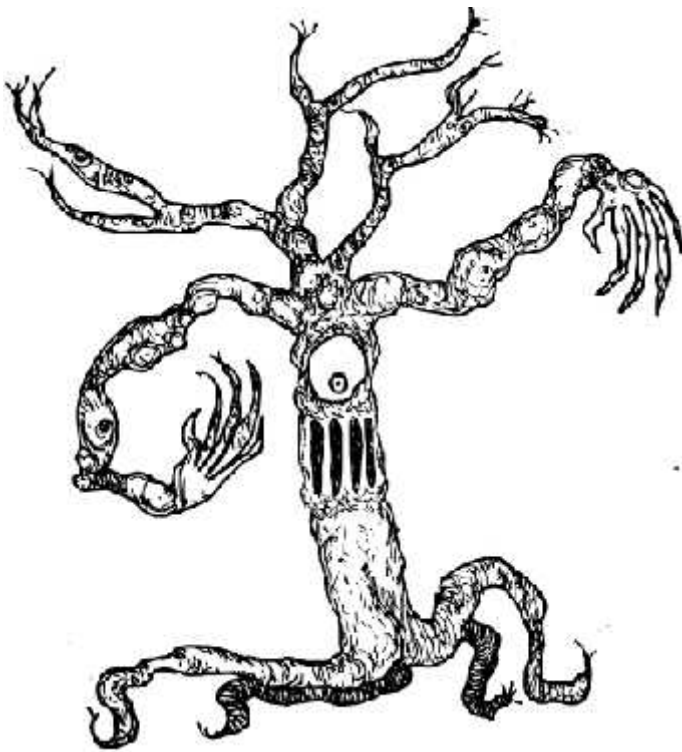
The grim trolls will close for melee, seeking to keep any intruder from closing with Grymgren. They attack lightly armored enemies first, seeking to eliminate spellcasters and boost their own hit points before closing with heavily armored foes.

The Freshwater Scrag (x 8)

(AC 3, MV 3"/15", HD 5+5, Hps 22+3d6, Atts 3, Dmg 1d4+1/1d4+1/3d4, SA direct attacks at 3 different targets, SD regenerate 3 hp/rd when immersed in water, AL NE, Int Low, Size M, XPV 350 +6 xp/hp), (as per the Monster Manual II)

The scrag live in the pond, where they feel suitably safe from the grim trolls and the dracolich (they find their undead brethren disturbing, and have seen Grymgren tear apart a few scrag, and are aware of his power).

They tend to watch the first round or two of combat, before rushing out to attack. The scrag are opportunists; they will grapple foes close to the water's edge, and drag them into the pond where they have the advantage of underwater breathing, movement, regeneration and protection from missile weapons and spells.



The Needleman (x 22)

(MV 9", AC 6, HD 3+4, Hps 16+2d6, Atts 1 to 6, Dmg 1d2/needle, SA needles fire (20' rg), surprise (75%), SD

n/a, MR sub-standard (suffer 3 x damage from magic), Int Low, AL N, Size M, XPV 85 xp + 4xp/hp) (as per the Fiend Folio)

These humanoid plants look like dead trees, rather than living trees, although they are not undead, nor are their abilities different than normal needlemen. They attack fearlessly and relentlessly, as if they have no regard for their own well-being. In fact, any needleman destroyed in combat will be magically replaced the next sunrise or sunset. This seems to be some magic associated with the Faerie Circle.

Treasure

Grymgren has allowed his minions to gather and keep treasure. The needlemen do not have any treasure; they place no value on it and can't be bothered with it. The grim trolls and scrag do have treasure, and Grymgren has amassed a huge hoard.

In the troll huts, the following treasure can be found: 1,000 ep and 6,000 gp (the coins are mixed in with the nests, and require 6 turns of searching per hut to find all of the coins).

In the scrag pond the following treasure can be found: 2,500 cp, 12,000 gp (the gold is actually *Fool's Gold* that will evaporate when it crosses to the mortal realm, and a silver bracer (100 gpv).

In Grymgren's cave, there is a massive treasure pile, which consists of: 99,000 sp, 11,000 ep, 45,500 gp*, 700 pp. Mixed in with these coins are 91 gems (10 gpv x 11, 50 gpv x 20, 100 gpc x 10, 500 gpv x 30, and 1,000 gpv x 20), 6 pieces of jewelry (800 gpv, 1,100 gpv, 3,000 gpv, 4,000 gpv, and 8,000 gpv), 7 potions, 5 scrolls, and 4 magic items. There are also 27 suits of armor (12 elf-sized, 3 dwarf sized and 12 human sized). There are 3 suits of scale mail, 11 suits of chain mail, 3 suits of banded mail, and 10 suits of plate mail (all of them are beaten and battered, requiring repair prior to use). There are also a score of swords, 8 spears, 9 helmets, 6 shields, 2 battle axes (and like the armor, these items require repair before use). There are also at least a dozen backpacks, some saddle bags, and other containers mixed in with the coins.

The potions include clairaudience, clairvoyance, fire breath, flying, human control, longevity and plant control.

The scrolls include a scroll of protection from gas, a scroll of protection from undead, a clerical scroll (dispel magic, heal (@ 13th level)), a magic-user scroll (magic missile and



chain lightning (@ 12th level)), and an illusionist scroll (chromatic orb, blur, dispel illusion, confusion, chaos, and mirage arcane (@ 12th level)).

The magical items include a **dagger of throwing +1**, a suit of elf-sized **elfin chain +4**, a **morning star +1** and a vial of **ultimate solution**.

** note that the gold coins are all faerie gold (essentially fool's gold that lasts until it crosses to the mortal realm, where it evaporates). Grymgren has received this gold in exchange for various "favors" done for various faeries. He has no idea that he's been played for a fool.*

Game Hooks

The party has heard of an old dragon's lair, and the dragon just disappeared centuries ago. There is no record of anyone claiming the hoard, so the party goes searching. The stumble upon and accidentally pass through the Faerie Circle.

Grymgren finds a way to pass through the Faerie Circle, and he takes the opportunity to hunt and build his hoard.

An undead dragon tearing up the region is bound to attract the attention of adventurers.

A faerie noble suckers the party into passing through the Faerie Circle, hoping to cause trouble for Grymgren and local Faerie Lords.

A faerie noble passes Grymgren through the circle, and the dracolich immediately goes on a binge of destruction. Grymgren can only survive for 9 to 12 hours in the mortal realm, and gets progressively weaker each hour. Sensing that his 'freedom' is a lie and that he is being toyed with, Grymgren goes into a panicked frenzy, it is up to the PC's to stop him! (A steadily weakening dracolich could enable a much lower level party to ultimately face up to him; a novelty to be sure.)

Grymgren offers to hire the PCs to eliminate a neighboring Faerie Noble or two, allowing the dracolich to expand his territory. The dracolich would also "pay" for a captive Faerie Noble or three. Of course, collecting the promised reward might be difficult.

Portable Tunnel

A **Portable Tunnel** is often initially mistaken for a **Portable Hole**. When found this magic item appears to be a circular section of thick, felt-like fabric of black or dark grey hue. The cloth is between 2' and 6' in diameter, and forms a perfect circle.

When placed on a relatively flat surface, the magic activates. An interdimensional space opens, of the same diameter as the original fabric. This space forms a tunnel that opens into the first airy space within 30'. If there is no airy space within 30' the tunnel simply ends at that distance, and resembles an oddly shaped Portable Hole. Anything that fits within the diameter of the tunnel may walk, crawl, or be carried through it.

There is no limitation on the duration or frequency of use. One thing to note is that the tunnel is perpendicular to the surface upon which it is formed.

Picking up an edge of the fabric causes the tunnel to disappear. **Note:** Anything in the tunnel when an edge is picked up is flung into the Astral Plane at a random point. This item is NOT a **Portable Hole** -- anything

inside the tunnel when an edge is picked up is lost. Finding such items is virtually impossible.

Edged weapons within the tunnel may puncture it. Any punctures destroy the object and cast all contents randomly into the Astral Plane.

GP value 15,000; XP value 1,000

by Bryan Fazekas



Hex Crawls: Two Shores and Torjetty Regions

by Andrew Hamilton

What is a "hex crawl"? It is a section of terrain, a hexagonal area 24 miles (38.6 km) across. Taken from the author's campaign world, each hex crawl is fleshed out to give a dungeon master a starting point. Climate, topography, flora, fauna, inhabitants, and features of interest are noted. **Scale: 24 mile hex**

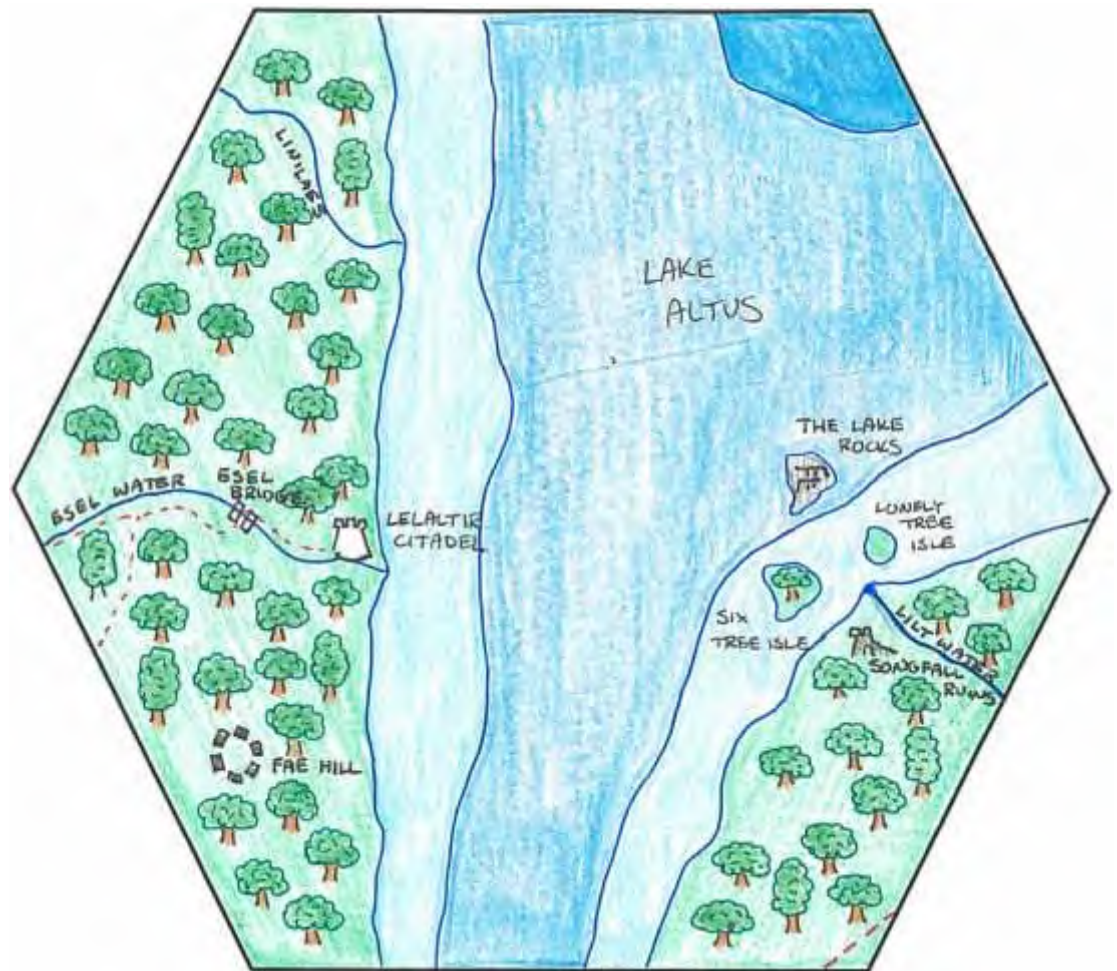
Two Shores Region

Climate

The Two Shores region is temperate, with unusually deep snows in the winter (often 3 to 5' of snow will cover the land in deep winter, particularly south up in the hills). Spring and early summer see frequent and plentiful rain; late summer and autumn are dry and pleasant. The lake itself is 2,500' above sea level, and the eastern forests are 2,600' above sea level (and the topography and altitude remains level across the north of the region). The forests of the Elven Courts (on the western shore of Lake Altus) rise more swiftly than those to the east, having perhaps twice the grade (rising to 2,800' asl).

Terrain/Topography

The main geographical feature of the Two Shores Region is Lake Altus. The forested shorelines are generally level, with only slightly rolling relief.



The Liltwater (40' wide and 6 to 10' deep) flows into Lake Altus on the eastern shore past the Songfall Ruins.

The Esel Water (45' wide and 15' deep) flows past the elven citadel of Lelaltir and drains into Lake Altus on the western shore, about 8 miles south of the point where the Linilaes (60' wide and 15' deep) discharges into Lake Altus.



Flora

The forests of the Two Shores region is hardwood (oak, maple, aspen), although within a mile of the lakeshore, the forest is dominated by birch, willows and alder. The forest of the Elven Courts is similar, although the trees seem taller, slightly more openly spaced, there is less deadfall and nut-bearing trees and fruit bearing shrubs are more common.

Fauna

Deer and elk are the most common large fauna in the region, although moose can be found browsing along the marshier shorelines. The herds on the western (Elven Courts) side of the lake seem larger, both in terms of numbers and size of the individual animals. Knowledgeable hunters attribute this to the more open forests, which provide more fodder and space.

Predators can be found on both sides, wolf packs, great cats (mountain lions mostly), and black and brown bears. There seem to be fewer predators on the western side, although packs of elven dog (cooshee) have been reported by visitors.

Land Use

The Two Shores region is considered wilderness; and this is quite true for the Lakelands portion of it, as no roads or trails traverse it. Not even shepherds or woodcutters ply their trade here. Only the hardest (or most reckless) of hunters come here, along with a few druids and members of the Trail Wardens. The western shore, in the Elven Courts, appears to be wilderness but in fact is not. The elves have managed the landscape for centuries (possibly millennia), planting nut bearing trees, wild strawberries and blueberries, and encouraging the growth of those plants which produce the natural bounty upon which the elves live. Druids have been known to comment that the elves leave their mark upon the land, just as humans do, the two races just farm differently. Several trails lead to Lelaltir Citadel, and elven bands move through the forests hunting, patrolling and gathering food.

Inhabitants

There are no human or demi-human occupants on the eastern shores in the Lakelands; elves are common on the western shores in the Elven Courts, but other than the

citadel of Lelaltir, there seems to be no permanent population of elves in the region.

Communities and Economy

This region is wilderness, although as previously noted the elves manage their “wilderness” intensely and are constantly foraging and gathering nuts, berries, edible leaves and tubers, and “wild” vegetables.

Features of Note

Fae Hill – the Fae Hill is a perfectly round hill in a forest clearing, the hill is 200 yards in diameter, rising to a height of 30 yards above the forest floor, with a level top 50 yards in diameter. There are 17 large stone evenly spaced around the perimeter of the hill top, each stone being of different size and shape, and each stone being of a different type (granite, sandstone), many having crystals or other glittery bits embedded in the stone. The largest is a rough cylinder of greenish stone 20' high and 8' in diameter, the smallest is a low bench-like sandstone block 3' high, 5' long and 2' wide. The whole area radiates magic, and the elves chase visitors away, claiming that the place is sacred and dangerous to those who don't understand its secrets. It is assumed that this is a Way to travel to the Otherworld, although one ranger who has wandered the Elven Courts has also claimed that it is also a path the elven afterlife.

Esel Bridge – the Esel Bridge is a beautiful bridge spanning the Esel Water. The Esel Bridge is about 70' wide, spanning the 45' wide Esel Water and touching ground well above the spring run-off high water mark. The most amazing thing about the Esel Bridge is that it is a living bridge, woven out of massive willows, and tended by elven druids and nature priests. There are stories of the bridge coming to life, much in the manner of trees animated by treants, to aid elven defenders in holding the bridge against enemy forces. Such living bridges are apparently not uncommon in the Elven Courts, as they figure prominently in many elven tales.

Lelaltir Citadel - The elven citadel of Lelaltir is a permanent outpost, a beautifully constructed fortress with three tall spires rising over 200' above the forest floor, with large oak trees in and around the citadel, incorporated into the fortifications. The citadel could easily house a garrison of five hundred soldiers and another one or two hundred civilians. Normally the garrison number 1 to 2 score of elven warriors, a force of volunteer irregulars that patrol the shore line, watch for

visitors, and range north towards the boundaries of the Court of Sorrows, protecting the eastern and northern boundaries of the Elven Courts. The small numbers and lack of military discipline and formal hierarchy within the Lelaltir garrison should not be considered as a sign of weakness, the elven irregulars are almost all experienced adventurers, and at least half of the members are accomplished spell casters.

The Lake Rocks – this island is barely worthy of the name, instead of a true island rising above the waters of Lake Altus, it is actually a reef or rock ridge that barely protrudes above the water line. A human child could walk from one end to the other of this half mile long reef and never be more than waist deep, if they picked their steps carefully. The rocky terrain is broken and jagged, and in many places there is evidence of cut stone blocks and the remnants of buildings. There are many tales and legends about this place, but most agree that some type of an island fortress or village once stood here, until it was destroyed in some cataclysmic event. Many treasure hunters have sought the flooded tunnels and dungeons that are rumored to lie under the island, concealing wealth, magical lore and the cursed remains of the pre-cataclysm (likely pre-Shattering) residents.

Lonely Tree Isle – This small island rises about 15 to 20' above the lake's waters; it is a rocky place although grasses and shrubs have managed to spring up in crevices and cracks, and the island is in fact a pleasant place. Its name is derived from the fact that there are few real trees on the island, and one massive maple towers above the rest (reaching nearly 100' in height), acting as a landmark for fishermen and other boaters on the lake. Apparently there has always been one tall tree on the

island; when the old one dies another has a growth spurt, replacing the fallen "King of The Isle" in two or three years.

Six Tree Island – this island has far more than six trees, and no one is quite sure where the name came from, but it has stuck. The island is a pleasant place, and fishermen and travelers often camp on the shores. It is free of terrestrial predators, as well as large game animals, but there are rabbits and game birds aplenty to feed a skilled hunter. Of course, the lake waters are home to fish that are eaten by man, and some that would eat man.

Songfall Ruins – this fallen fortress is remembered by the druids and elves as a place where song and beauty ruled, a school or college for bards that was destroyed by some foul force a few years before the Shattering. The evil insinuated itself amongst the bards, artists and storytellers of the fortress (which was then known as Evininsong Castle, named for the spectacular view of sunsets across the lake), and somehow caused the residents to turn upon each other. Spellsongs battled blades and magic, and the castle fell, its occupants no longer the masters' of their own destinies or souls. The place remains abandoned, adventurers and explorers who enter rarely return, and many who do are haunted by things that they cannot explain. Even the elves avoid the place, having had some of their most powerful heroes succumb to whatever resides within. Of course, given the personal power and accomplishments of the bards who dwelled within, not to mention the clerics of the deity of song and story and magic-users seeking to advance the art of the spellsong, it is likely that much magical lore remains buried within, even after more than three centuries of deterioration.

Torjetty or Lake Shore Region

Climate

A temperate region, with deep snows coming north off of the mountains and hills, as well as near constant rains in the early spring. The summer is warm, and the autumn dry and long. The climate is moderated by the presence of Lake Altus (which is surprisingly warm given that it is mountain fed and has an elevation of 2,500 feet above sea level). The forests are generally level, with some patches

of slightly rolling terrain, and they drain towards Lake Altus, with an average elevation of 2,600 to 2,650 feet asl.

Terrain/ Topography

The forests here are relatively level, draining to Lake Altus. The shoreline of Lake Altus is broad, with a gentle slope, a beach of rounded cobble (fist sized or smaller) that extends 30 to 50 feet back from the waterline where it transitions into a band of cottonwood, willow and birch forest.



Flora

The forest closest to the lake is a band of cottonwood, willow and birch about 500 to 700 yards in thickness. After that it transitions into the more common Lakeland hardwood forests (oak, maple, aspen). Berry bushes (blueberry, wild strawberry, bearberry, etc.) are also common wherever enough sunlight penetrates the canopy and illuminates the forest floor.

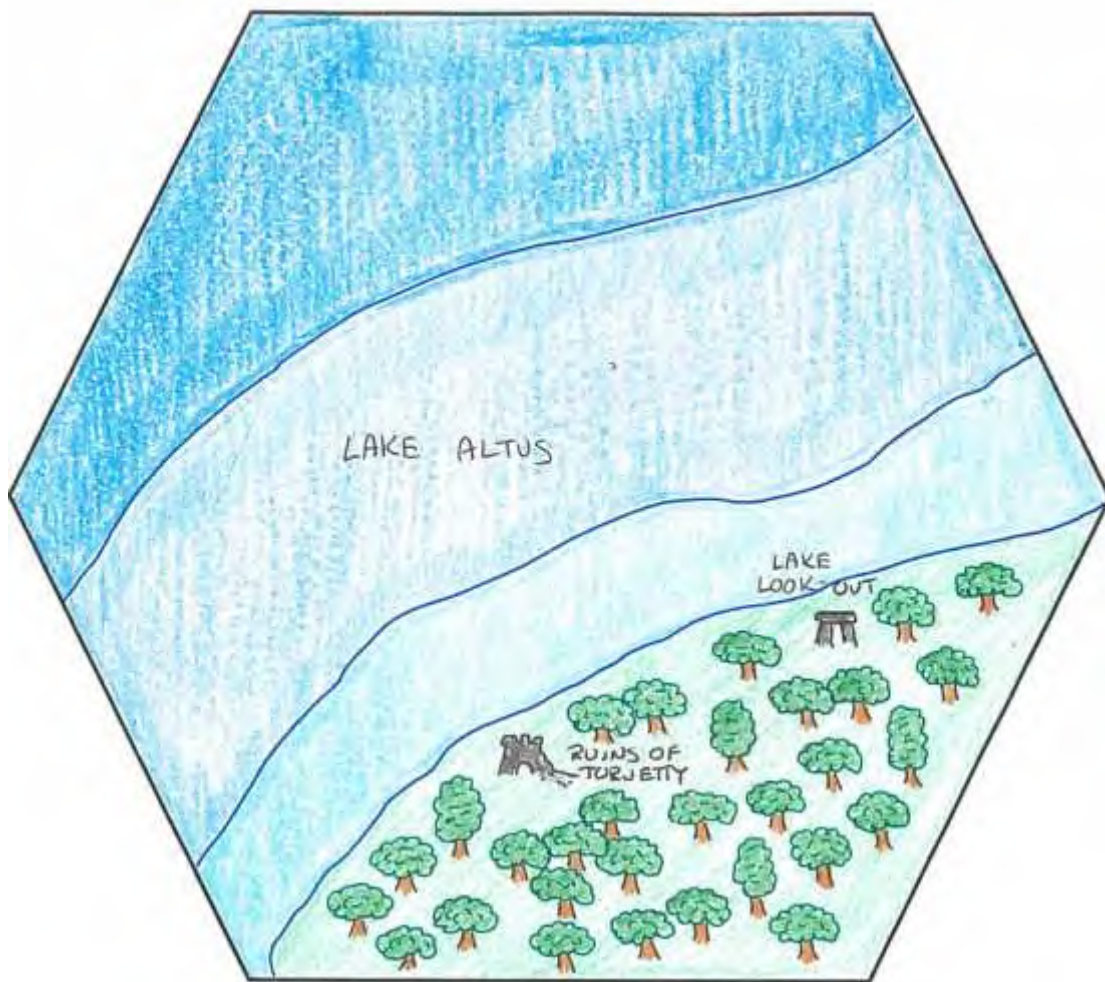
Fauna

Deer are the most common large fauna in the region, although a few wild boar can be found in the marshes and sloughs. Predators such as wolves and mountain lions can also be found prowling through the forests hunting deer, rabbits, and other game. Bear will roam along the shoreline, feeding on berries in the late summer and early fall. Smaller creatures like foxes, rabbits, squirrels and some game birds (including waterfowl) are also common here.

The lake has a large population of fish, and fish eating raptors (eagle, osprey) nest in the trees along the shore line. Otter and muskrat can be found along the shoreline, along with frogs, salamanders, and turtles (including a few giant frogs, and giant otters; stories even tell than giant snapping turtles and fish like giant Northern pike (use gar stats) can be found in the shoreline region, in reedy areas.

Land Use

The Lake Shore region is wilderness. Hunters sometimes come through the region, or travelers following the lake shore by canoe camp on the beaches, although this is rare.



Inhabitants

There are no permanent populations of humans, demi-humans or humanoids in the Lake Shore region.

Communities and Economy

There are no permanent communities in this region, and no commercial activities take place here.

Features of Note

Ruins of Torjetty – Torjetty was a small fishing village, about 300 or 400 residents, abandoned two or three hundred years ago. There is little left other than the foundations and a few mostly toppled walls of four or five score buildings (smaller cottages, with a few larger buildings which were presumably taverns, inns, or other businesses). Three weirs still extend from the shore into the lake, the "jetties" from which the town derived its name. There are many rumors explaining why Torjetty

was abandoned, most involving something coming from the lake to prey on the villagers, including a dragon turtle, strange fish men, and undead (it's always lacedons under the docks, as one wit pointed out). Druids say this is nonsense, the simple facts are that the villagers fished out the lake, and moved away to avoid starvation.

Lake Lookout – this tall tower (5 stories, over 100 feet) is set back less than 100 feet from the lake's shoreline; it appears to have been a watch tower or perhaps an observatory. A few patches of cobblestone road can be found leading east and south-west (toward Torjetty), but

these roads completely disappear within a quarter-mile of the ruins. Credible sources have described tunnels and caves, some partially flooded, underneath the tower. Adventurers have fought lizard men, giant lizards and snakes, giant crayfish and other monsters in these tunnels. A few treasures have been recovered, silver and gold, in addition to some magical rings and scrolls. Who or what built the ruin and dungeons is unknown, nor can anyone explain why these tunnels always seem to be filled with monsters and treasure.

Potion of Regeneration

This potent potion temporarily instills a form of regeneration upon the imbiber. This regeneration lasts 6d6 turns and for the duration the imbiber regenerates in a fashion similar to trolls.

All types of damage excepting from fire and acid regenerate at a rate of 1 hp/round. Severed limbs within 60' will slither back to the character and re-attach in 3d4 rounds, and if the limb is not available, after 3d4 rounds a new limb will begin to grow, completing the process in 3d4 turns. Note that if the potion duration expires before the regrowth completes, the regrowth stops, leaving the imbiber with a partially formed limb (at the DM's discretion). The potion will heal damage incurred prior to imbibing the potion, but if the potion is imbibed after a limb is severed, that limb will NOT reattach, although a new limb will begin growth.

10% of the potions found will restore the imbiber to life if the potion is drunk before death. This assumes that the body is sufficiently intact to permit the resumption of life. Restoration takes 3d4 turns and if the potion expires before the process completes, the imbiber is not restored to life. Also note that if limbs are missing, the reattachment and/or regrowth will begin AFTER the character is restored to life.

GP value 2,000; XP value 500

Potion of Cure Disease

This potion is greatly valued in areas which are deficient in clerics of sufficient level to cast Cure Disease. Imbibing a dose of this potion cures any natural disease. It also cures most magical diseases if

consumed within 1 hour of infection. Note that the victim of some faster acting diseases may have less time in which to effect the cure, and the victim of magical diseases may need to make a saving throw for the cure to work (at the DM's discretion).

Note that each vial contains enough potion for 3 applications.

GP value 250; XP value 500

Potion of Seeing

The potion temporarily duplicates the effects of a Gem of Seeing. During the 6d6 round duration, the imbiber can detect all hidden, illusionary, invisible, astral, ethereal, and/or out of phase creatures and objects. The viewing range for objects of 2' or greater is 30'; smaller objects can be detected with more careful observation at a range of 10'.

Polymorphed or shape changed objects and creatures will be seen with a hazy outline similar to faerie fire. The imbiber will realize that the object/creature is changed, but will not know what the original form was.

Clerics drinking this potion will detect alignment, noting an aura that indicates the alignment and strength, e.g., a paladin has a vibrant white aura while a typical dwarf displays a softer white aura.

Magic-users and illusionists drinking this potion will note objects and creatures that are magicked, although the nature of the magic will be unknown.

GP value 1,000; XP value 350

by Bryan Fazekas



The Gaming Gourmet: Fusion Chicken

by Doug Rector

Last issues sausage and meatball sandwiches was one of the easier meals to do that I have come up with. This issue is one of the most complex, but it is oh so worth it.

This holds the record for the fastest disappearing food I ever made for a gaming session. This was created one day when I found boneless skinless chicken thighs on sale, bought a 6 pound package, then had to think of something to do with them. I personally prefer thigh meat to any other part of the chicken, but I suppose that breast meat would work just as well for this, if that's your preference.

I call it Fusion Chicken because it was influenced by Thai, Hawaiian and Caribbean cooking styles kinda mucked together. This recipe also kinda requires a rice cooker, though you could make up rice ahead and have it in a second crock pot I suppose.

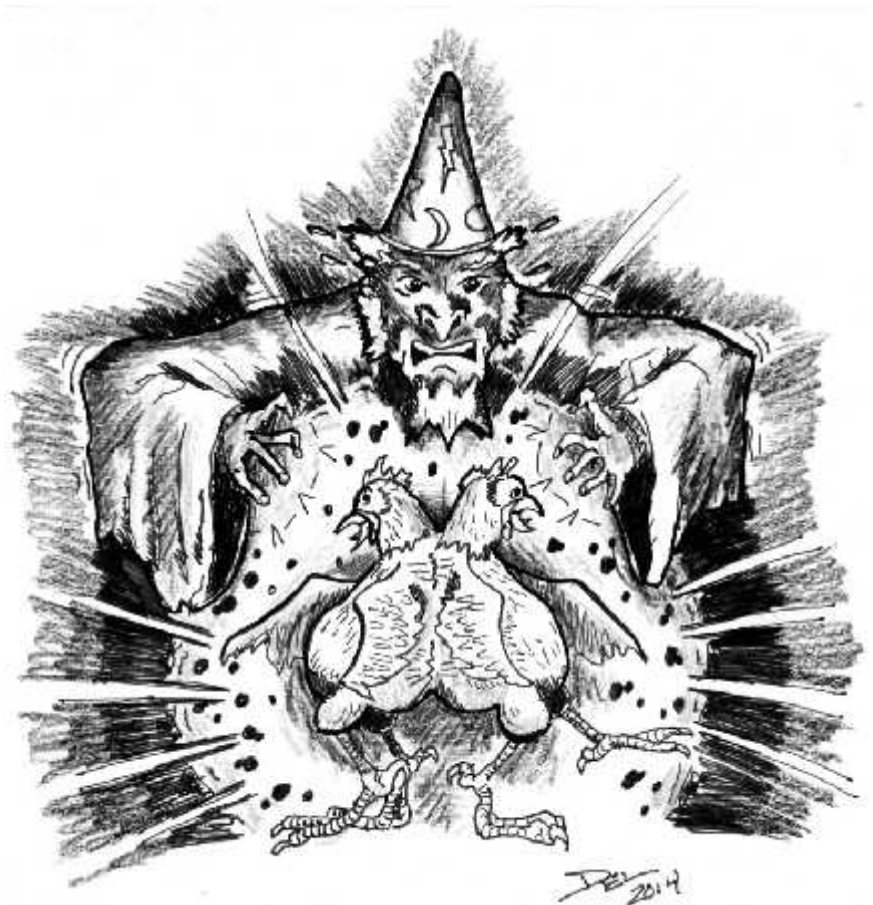
Combine the first 9 ingredients in the crock pot the night before and cook on low overnight. The next morning cut the chicken into bite sized pieces and saute it till it is cooked through and browning just a bit. This can be done in batches and you want to be careful not to overload the pan.

Mix the chicken into the sauce and simmer on low until it is time to eat. If you have a rice cooker cook up the rice when people are ready to eat, If not make the rice ahead and keep it on warm in a crock pot until it is time. Serve in bowls over rice.

Despite the garlic, ginger and habanero this is not an especially spicy dish. I was expecting more heat than I got. I wonder if the long cooking time pulls its teeth a bit.

Fusion Chicken

- 1 large or 2 small green pepper coarsely chopped
- 1 large or 2 small onions coarsely chopped
- 1" or so of fresh grated ginger root
- 4 to 6 cloves fresh garlic minced
- 1 habanero (scotch bonnet) pepper diced fine (wear disposable gloves and take care to not get any of the juice on yourself)
- 1x 15oz can crushed pineapple
- 2 lbs fresh "baby" carrots
- 1 cup brown sugar
- 1/2 cup honey
- 6 lbs boneless skinless chicken thighs (or breasts)
- 3 cups rice (I prefer brown but any will work)
- 6 cups water for rice



For Further Reading

Following last month's G+ groups, here is a selection of the Facebook groups the *& Publishing Group* participates in:

Gary Gyga – Remembering the Great Dungeon Master: <https://www.facebook.com/groups/10668686166/>

North Texas RPG Con: <https://www.facebook.com/groups/310434204630/>

Gary Con: <https://www.facebook.com/groups/58339157369/>

Acaem Collectors Group: <https://www.facebook.com/groups/930406363639806/>

Black Blade Publishing: <https://www.facebook.com/BlackBladePublishing>

Vintage Role Playing Games: <https://www.facebook.com/groups/65542986968/>

Old School Gaming Rocks!: <https://www.facebook.com/groups/OSGRocks/>

Old School Roleplaying: <https://www.facebook.com/groups/oldschoolroleplaying/>

ONLY Advanced Dungeons & Dragons 1st Edition: <https://www.facebook.com/groups/399995543443384/>

1st Edition Advanced Dungeons & Dragons: <https://www.facebook.com/groups/40230212669/>

Advanced Dungeons & Dragons: <https://www.facebook.com/groups/AdvancedDnD/>

Old School Gamers: <https://www.facebook.com/groups/121390094630920/>

Triple Oak Leaf's Furiously Eclectic People: <https://www.facebook.com/groups/tripleoakleaf/>

Old School TSR gamers: <https://www.facebook.com/groups/392463727462667/>

Pen and Paper Freebies: <https://www.facebook.com/groups/296217123816829/>

The Hobby Shop Dungeon: <https://www.facebook.com/groups/hobbyshopdungeon/>

Gamers Against boredom: <https://www.facebook.com/groups/GamersAgainstboredom/>

The Society of Extraordinary Gamers: <https://www.facebook.com/groups/SocietyOfExtraordinaryGamers/>

Gaming Nerds R Us: <https://www.facebook.com/groups/gamingnerdsrus/>

DMs & GMs: <https://www.facebook.com/groups/dmsandgms/>

RPG and Fantasy Writers and Artists Guild: <https://www.facebook.com/groups/134532010031637/>

Tabletop Gamers UK: <https://www.facebook.com/groups/361018137335412/>

Tabletop Role-Playing Games: <https://www.facebook.com/groups/113659528696186/>

Original Dungeons & Dragons: <https://www.facebook.com/groups/originaldnd/>

Russ Nicholson (Artist) Fan Page: <https://www.facebook.com/groups/RussNicholsonFanPage/>

Erol Otus Fan Club: <https://www.facebook.com/groups/4605759562/>

The RPG Brain Trust: <https://www.facebook.com/groups/rpgbt/>

The Piazza: <https://www.facebook.com/groups/thepiazza/>

OLD SCHOOL ADVENTURES: <https://www.facebook.com/groups/505250912824050/>

All Games Considered: <https://www.facebook.com/groups/104077631332/>

The Gamers: <https://www.facebook.com/groups/345198818885378/>

Dungeons and Dragons: <https://www.facebook.com/groups/2204479412/>



& Magazine on the Net

The *& Publishing Group* is active in these venues:

LinkedIn: <http://www.linkedin.com/company/&-publishing-group?trk=prof-following-company-logo>

Facebook: <https://www.facebook.com/andpublishing>

Google+: <https://plus.google.com/u/0/b/117421612009560237481/117421612009560237481/posts>

Twitter: [@andmagPublishin](https://twitter.com/andmagPublishin)

Tumblr: <http://www.tumblr.com/blog/and-mag>

Fans can get news of upcoming & publications at all of these, plus even more places:

Our forum on **OSRGaming** is always active! Most of the & staff members post regularly.

<http://osrgaming.org/forums/index.php?board=110.0>

Note: Our URL on OSRGaming has changed recently, please update your bookmarks.



We have two threads on Dragonsfoot. The first is the *Non-Dragonsfoot Publications*, public service announcements of D&D publications not published through Dragonsfoot, where you can find news of many publications besides & Magazine! The second is our feedback thread.

<http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145>

<http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624>

And you can find & news in a variety of other places!

FirstEditonDND Yahoo Group

<http://games.groups.yahoo.com/group/FirstEditonDND/>

Pen & Paper Games

<http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105>

RPG.NET

<http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f>

USENET

rec.games.frp.dnd

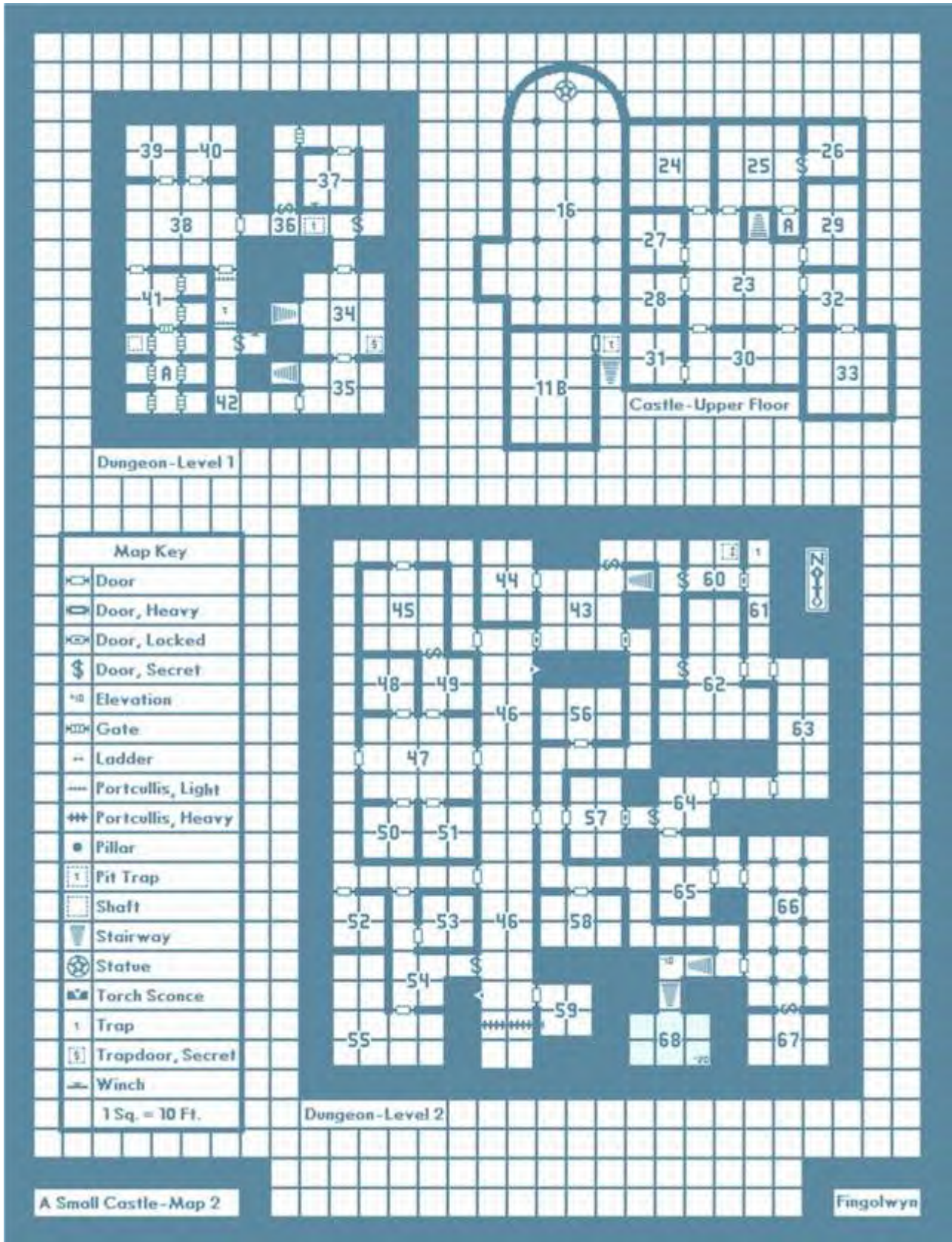
alt.games.adndfe

rec.games.frp.misc



Map 2: A Small Castle #2

map by M.W. Poort (AKA Fingolwyn)



Each issue of & has a theme, and our goal is to ensure that at least 60% of the articles match that theme.

Why?

To give our readers as much of a good thing as we can!

Themes for upcoming issues include:

- Not Demons Nor Devils
- Dragons
- Fighters
- ???

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But ... ideas are only half the picture! We need to fill in the other half, the articles! Do your part to keep & full of interesting things. Send your articles, monsters, spells, items, and anything else you can think of to: submissions@and-mag.com

Stay tuned for & Issue #12: Inns, Taverns, and Way Stations Coming in August 2015!

This issue may include:

Tavern of Whyestill Cross

Ecology of a Tavern

Luck Beyond The Roll

Plethora of Cleric Spells

Coming in November 2015, Issue #13: Character Races

This issue may include:

Alu-Demons

Maleficent Mature

The Carven

Book of Illusions

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Please spell check and proof articles before submitting, and please submit only articles that are completed. Drafts and outlines will be rejected. Please note that & will copy edit articles for content or length at staff discretion, although we make every effort to preserve the author's style. Authors will be required to sign a release giving & permission to publish their works.

Please no articles or art of pornographic, graphic, or distasteful nature. & reserves the right to reject any material deemed objectionable. See the <http://www.and-mag.com/> for detailed submission guidelines.